

# SPRITE CHASER

Issue #10

*The Official Newsletter of the #1 Adam User's group*

The Sprite Chaser is published by the #1 Adam Users' Group for the enjoyment and furthering the knowledge of its members, in the use of the Adam Computer. Address all correspondence to the Editor, #1 Adam Users' Group, P.O. Box 3761, Cherry Hill, NJ 08034.

All articles are welcome and will be included to broaden our readership's base of knowledge and experience levels. All submissions will be noted and credit given to the author. Articles from this newsletter may be reprinted for use by other users' groups, after permission is granted by us, so long as the users' group in question is an existing viable entity for the benefit of those wishing computer literacy. Users' groups that exist without a membership at large will not be considered a users' group per-se. All articles or letters sent to the Editor for publication are subject to the unrestricted right to edit and comment. **DISCLAIMER:** The opinions expressed in this publication are the perceptions and opinions of the individual authors and do not necessarily reflect the positions of the #1 ADAM USERS' GROUP. Its publisher, editors, authors or contributors are not liable for any damages, loss profits, lost savings or other incidental or consequential damage arising out of the use of information provided herein. Any inaccurate information will be corrected in a future issue.

The Sprite Chaser is available by subscription for \$22.50 per year. It is free to members of the #1 Adam Users' Group. Send all subscription payments and/or change of address to #1 Adam Users' Group, Subscription Service, P.O. Box 3761, Cherry Hill, NJ 08034.

It will be the policy of the #1 Adam Users' Group, not to pass, copy, or sell copyrighted text, diskettes, or any other copyrighted medium thru the group without the permission of the copyright owner either by written permission or through the Copyright Clearance Center, 21 Congress St., Salem, MA 01970.

Membership in the #1 Adam Users' Group does not impart to the general membership any corporate or status to act for the corporation. Membership in the #1 Adam Users' Group is for one year, from the month membership is acquired. Present membership rates are: \$18.00/yr. as of July 1, 1988. Rates are subject to change without notice.

The Sprite Chaser is soliciting advertisers at the following rates:

FULL PAGE \$220

1/2 PAGE \$125

1. All submitted advertisements must be printer ready and prepaid.
2. All submitted advertisements are subject to acceptance by publisher.
3. Rates are subject to change without notice.

## THE GROUP OFFICERS:

PRESIDENT	Jay H. Forman
VICE-PRESIDENT	Stephen George
TREASURER	George M. Rhodes
SECRETARY	Larry Iocco

## THE SPRITE CHASER STAFF:

EDITOR	Steve George
PUBLISHER	Jay Forman
TECHNICAL EDITOR	Gregory Daro

## Daro's Bits

InHouse Service Reps loaned me a double sided disk drive and 512K memory expander. Both are reviewed in this issue.

InHouse is working on two new products to add to their line. A quad density disk drive that holds 640K on a standard 5.25 double density floppy disk and an expander bus that plugs into the side port of the Adam and allows you to plug in up to 5 cards. You can use it for your serial card, memory expander or speech synthesizer. It will have its own power supply so no more troubles there. The price is expected to be about \$125. InHouse continues to convert Adam single sided drives to double sided drives.

Orphanware continues to be a solid supplier of hardware for the Adam. They are now converting Adam drives to 3.5 inch floppy

drives with a capacity of 720K per disk. They still supply memory expanders and serial cards. Their combined modem serial card comes complete with three different terminal programs. John is working on a clock card and speech synthesizer as future items. In addition to many hardware items, Orphanware is now selling the Micro Pro line of software which includes Word Star 4.0. The price for Adam users is a mere \$149.00. Other software by Micro Pro can be purchased through Orphanware.

I have heard rumors that Eve Electronics is no longer manufacturing hardware for the Adam. I tried calling them several times, but was unable to get through. If any of our readers has more information, please let me know.

Just for fun I tried a roll of Classic Future Banner/Spread paper. The paper has the standard pin feed on the sides, but has no

cross perforation. The paper is a high quality with very small pin-feed perforations so the pin feed comes off very cleanly. I found it worked very well in my dot matrix printer. The real test was using it on my Adam printer. Because the paper is heavy, it worked with only a bit of help. Unroll a good quantity of paper and keep it loose so the Adam printer can pull it through. This is a fun product that can be used for banners and spreadsheets.

Getting your Adam repaired is still a minor problem. The network of Honeywell service centers will no longer provide repairs. If you need repairs to the Adam or any Adam component, you can contact:

Fred Vicente  
13 Valley Place  
Edgewater, NJ 07020  
(201) 224-5339

Ronnie Cramer  
(615) 899-2864

Ronnie is taking over for Thom Andreo. Tell them I sent you.

One of our members is making up plastic joystick inserts for the Jeopardy game. You can contact him directly for details.

Albert Ashton  
19395 Liberty Road  
Boca Raton, FL 33434

Elliam Software in Woodland Hills CA is selling an extensive line of CP/M software. Included are the now famous MBASIC, Turbo Pascal and other languages. They also carry the complete line of Infocom games (Zork I, II, III, etc). You will not believe what it is like playing Zork with a 256K memory expander!

I am compiling a list of Adam user groups in the US and Canada. Eventually it will be published in Sprite Chase. If you are a member of a local group or know of any active groups, please write to me and give me the user group details.

As I mentioned in the last issue, BBS's are a great way to keep the Adam alive by allowing users all over the country to communicate with each other. A group of Adamites is putting together an International message echo for the Adam. The message exchange allows for users in one area to talk with users in another area without making long distance phone calls. If you know of a Opus or Fido BBS in your area, talk to the Sysop about joining the Adam echo. For more information contact Larry Sparks at his BBS (615) 344-2163.

This is your Newsletter and we need to know what you would like to see published. Please take a few minutes and drop me a line. Let me know the articles you like and also DO NOT like. We can better serve you by hearing from you.

Till next issue....

Gregory R. Daro  
925 Chisholm Court  
Toms River, NJ 08753

### Tech Tips

A number of our members have passed along some tips on improving on the reliability and performance of the Adam. When we have enough we will publish this column giving credit to the proper sources. If you have solved some problem or have found a better way, share with all of us. Send your Tech Tips to Greg Daro (See Daro Bits for address).

The first tip involves a printer fix that I found on a Bulletin Board. Credit was given to the Nov/Dec issue of Adam X-Change News. If your printwheel slides to the left then moves a few spaces to the right, then stops and whines. Take the cover off your printer. In the upper left corner of the circuit board you will see the upside down marking "E-8" right next to a small circle. Turn the printer off and slide the print mechanism all the way to the right. Take a fretal dinner knife or a wide blade screwdriver and place the blade so that it is touching both the silver circle and the metal box behind it. While keeping this connection, start the printer on. Maintain the contact until the printwheel moves over to the left and you have to move your hand. The printer should print some random characters and then reset properly. If the first try does not fix the problem, try it a second time.

Frank Pine  
Malden Ma.

This tip dampens both practically all interference from magnetic fields that the Adam puts out and the line interference from electrical appliances.

Take the excess of the connector cable from the memory console to the TV and wrap it around your hand to form a coil. Use some twist ties to hold the coil shape. Using a piece of #16 stranded insulated wire about 8 feet long, wrap the connector cable coil. Work around the circumference wrapping inside and out. Hold this wire in place with more twist ties. Leave enough of this wire to reach an electrical outlet. Secure the end of the wire to the small grounding screw that holds the outlet cover plate. USE extreme care when working around the electrical outlet.

Albert Ashton  
Boca Raton, FL

The RF signal put out by the Adam is not very strong. If you have a problem with wavy lines in the picture, try an RF signal booster amplifier. You will need about 10dB boost to overcome the problem.

If you have a very bad picture using expansion module #3, the problem may be inside the Coleco Vision unit. There is a silver grounding strap that covers the main board. Make certain that this is properly connected at both ends.

You can extend the length of your joystick cords using an old pair of joysticks. Cut the cord off your old joystick as close to the joystick as possible. Strip off the black (tan) insulation to uncover the wires inside. Cut the plug off another joystick and remove the outer insulation. Splice the two wires making certain to match the wire colors.

### A-Paint Version II

Program by Steve Flock of Spokane Washington, Article by Gregory R. Daro.

This is a simple low resolution drawing program. You plot or unplot on the screen to create a picture using the low resolution graphics blocks. The keys to remember are: Cursor keys move the block, P plots the block, U unplots the block, the keys change the color, HOME to erase the block and start over, and ESCAPE/WP to go to the files screen. You can save the picture as a data file or as a BASIC program. The program has a routine starting at 500 that generates and writes a BASIC program that will display the picture you created. This along with the use of a keyboard scan is why I thought this program would be of interest to our members. You can use the BASIC program generated by A-Paint as a subroutine within your own program.

The BASIC command GET is commonly used to obtain a keyboard input. The key pressed is stored as the ASCII character in a variable that the programmer defines. This works fine, but often you must convert the ASCII character to a decimal value so that proper error checking can be done. There is a better method and Steve uses it in two different ways on lines 52-53 check to see if a key has been pressed. If not the program stays at line 53 which keeps the file screen on. This simulates the GET function in BASIC. Location 64885 is where the Adam puts the value of any key pressed. By PEEKing this location you can determine what key was pressed by the user. In this particular case, it does not matter what key is pressed, the program continues on. Line 54 does the housekeeping by POKEing a 0 to 64885. This insures that the next key press will be detected. Line 113 and 115 look at 64885 again. But notice that the program continues on, it does not wait for a key to be pressed as in line 53. This is the big advantage of this method over the GET statement. You can literally scan the keyboard on the fly and have the program continue on. Be sure to POKE a 0 into the location everytime the value in 64885 is a non-zero. The writing of the BASIC program begins in line 500 with the user inputting the program name. The main program then writes a series of lines that make up the program. A BASIC program is saved by the Adam as a sequential file, the same method you use when writing to a file. Line 510 is where the program gets creative. In order to write the variable information for the picture generated, many DATA statements must be included. Line 510 starts a loop that writes a line number, the word DATA, then the x and y coordinates. Note how the line number is incremented in line 520: 520 PRINT x+10;"DATA";. The rest of the program finishes writing to the file. Here is

```

0 cr = 128: nr = 95
1 REM -----
2 REM A-Paint version 1.0
3 REM version 1.0 is
4 REM public domain
5 REM any revision is
6 REM Shareware.
7 REM
8 REM Steve Flock
9 REM 2421 West LaCrosse, Spokane, WA 99205
10 mx = 39: my = 39
15 DIM c(40, 40)
30 TEXT:HOME
31 pl = 16953:POKE pl, 32
40 FOR x = 1 TO 31:VTAB 1:HTAB # PRINT "":VTAB
22:HTAB 31:(x-1):PRINT " "
42 NEXT x

```

```

43 FOR y = 2 TO 21:VTAB 21-(y-2):HTAB 1: PRINT "":VTAB
y:HTAB 31:PRINT " "
44 NEXT y
45 m$ = "A-Paint version 1.0"
46 VTAB 5:HTAB m:PRINT m$: m = LEN(m$)/2: m = 16:m
47 m$ = "PRESS ANY KEY >": m = LEN(m$)/2: m = 16:m
48 VTAB 18:HTAB m:PRINT " "
49 PRINT m$
51 VTAB 23:HTAB 1
52 kb = 64885:POKE kb, 0
53 kb = PEEK(kb):IF kb = 0 THEN GOTO 53
54 POKE kb, 0
82 HOME
99 POKE 16953, 95:TEXT
100 GR
101 cr = 3
102 VTAB 22:HTAB 1: PRINT "Color:"; cr;" "
105 x = 1: y = 1
110 c = c(x, y): ac(1) = c
111 ac(2) = cr
113 k = PEEK(kb):IF k = 0 THEN GOSUB 200:GOTO 110
114 COLOR = ac(1):PLOT x, y
115 k = PEEK(kb):IF k = 0 THEN GOSUB 200:GOTO 110
116 COLOR = ac(2):PLOT x, y
117 GOTO 113
200 POKE 64885, 0
201 IF k = 163 THEN COLOR = ac(1):PLOT x, y:IF x < 0
THEN x = 0
202 IF k = 161 THEN COLOR = ac(1):PLOT x, y:IF x >
mx THEN x = mx
203 IF k = 160 THEN COLOR = ac(1):PLOT x, y:y = y-1:IF y = 0
THEN y = 0
204 IF k = 162 THEN COLOR = ac(1):PLOT x, y:y = y+1:IF y >
my THEN y = my
205 IF (k = 159) AND (k = 164) THEN RETURN
206 IF k = 112 THEN COLOR = ac(2):PLOT x, y: c(x,
y) = ac(2):RETURN
207 IF k = 117 THEN COLOR = 0:PLOT x, y: c(x, y) = 0:COLOR
= ac(2):RETURN
208 IF k = 43 THEN cr = cr+1:IF cr > 15 THEN cr = 15
209 IF k = 45 THEN cr = cr-1:IF cr < 0 THEN cr = 0
210 IF k = 45 OR k = 43 THEN VTAB 22:HTAB 1: PRINT
"Color:"; cr;" " :RETURN
211 IF k = 128 THEN FOR g = 0 TO 40:FOR h = 1 TO 40: c(h,
g) = 0:NEXT h:NEXT g:GR:RETURN
212 IF k = 27 THEN RETURN
213 TEXT
214 PRINT "***A-Paint 1.0***"
215 PRINT:PRINT
216 PRINT "1. Save as data"
217 PRINT "2. Load as data"
218 PRINT "3. Save as program"
219 PRINT "4. Return to draw"
220 PRINT "5. Exit to basic" :PRINT "6. Print Picture"
221 GET a$: a = VAL(a$): IF a GR 66 THEN GOTO 221
222 IF a = 5 THEN HOME:END
223 ON a GOTO 300, 400, 500, 600, 700, 700
224 GOTO 221
300 HOME: PRINT "Type file, or < RETURN >"
301 PRINT: PRINT:INPUT "File:": fs: IF fs = "" THEN GOTO 213
302 PRINT: PRINT CHR$(4); "open"; fs
303 PRINT CHR$(4); "write"; fs

```

```

304 FOR x=0 TO 39:FOR y=0 TO 39
305 PRINT c(x,y):NEXT y,x
306 PRINT CHR$(4); "close"; p$
307 GOTO 213
400 HOME: PRINT "Type file, or <RETURN>";
401 PRINT: PRINT: INPUT "Filename"; f$: IF f$="" THEN
GOTO 213:
402 PRINT: PRINT CHR$(4); "open"; f$
403 PRINT CHR$(4); "read"; f$
404 FOR x=0 TO 39:FOR y=0 TO 39
405 INPUT t: c(x,y)=t:NEXT y,x
406 PRINT CHR$(4); "close"; f$:GOTO 213
500 HOME: PRINT "Type name of program or <RETURN>":
PRINT: PRINT
501 INPUT "Program:"; p$
502 pl=10
503 PRINT: PRINT "Wait..it takes a while"; PRINT: PRINT
CHR$(4); "open"; p$
504 PRINT CHR$(4); "write"; p$
505 PRINT "1 REM -----"
506 PRINT "2 REM Written by A-Paint1.1"
507 PRINT "3 REM By S. FLOCK"
508 PRINT "4 REM -----"
509 PRINT "5 REM"
510 FOR x=0 TO 39
520 PRINT x+10; "DATA"
530 FOR y=0 TO 39
540 c=c(x,y):PRINT c:CHR$(8);
550 NEXT y:PRINT CHR$(8);:PRINT:NEXT x
560 PRINT "99 DATA 41"
561 PRINT "100 dim c(40,40)"
565 PRINT "105 gr: FOR x=0 to 39: FOR y=0 to 39:read
a:c(x,y)=a:NEXT: NEXT"
570 PRINT "110 FOR y=0 to 39: FOR x=19 to 0 step
-1:color=c(x,y):plot x,y:color=c(39-x,y):plot 39-x,y
575 PRINT "115 NEXT: NEXT"
580 PRINT "120 VTAB 22:HTAB 1:PRINT"; CHR$(34); "A-Paint
1.1 presents."; CHR$(34); ".:PRINT"; CHR$(34); " "; p$; """;
CHR$(34)
590 PRINT "130 get a$: PRINT: PRINT: PRINT: PRINT:
PRINT:text:END"
595 PRINT CHR$(4); "close"; p$
596 GOTO 213
600 GR: VTAB 22:HTAB 1: PRINT "Please wait..Restoring!";
601 FOR x=0 TO 39: FOR y=0 TO 39
602 COLOR=c(x,y):PLOT x,y
603 NEXT y,x:R=0:GOTO 101
604 GOTO 101
700 HOME: PRINT: PRINT CHR$(4); "pr#1": PRINT
701 FOR x=39 TO 0 STEP -1
702 PRINT SPC(10);
703 FOR y=0 TO 39
704 a=c(x,y):PRINT CHR$(32+a)
705 NEXT y:PRINT:NEXT x:PRINT:PRINT:PRINT:PRINT CHR$(4):
PRINT CHR$(4); "pr#0":GOTO 213

```

**Printers**

Greg Dero  
If you have finally had enough trouble with your Adam printer and have decided to switch there are a few things you should keep in mind. Since the power supply for the Adam is contained inside

the printer. You must either leave your Adam printer connected, or purchase another power supply. If your printer has died, you can remove the power supply from the case and use that.

The next step is to purchase a parallel interface and a cable to connect the interface card to the printer. The card is inserted in the center slot under the top cover of the memory console. The interface card connects to the Adam data bus and sends the data to the printer. In order to work properly, the Adam EOS must be changed, or a new print routine used. The printer interface will come with an EOS patch program that is booted first. The patch program then lets you boot any system software that you want. There are two Coleco products that do not work with the standard patch program: AdamCarc and SmartLOGO. Fortunately, Orphanware is selling patch programs for both of these products. In addition to the boot patch, there are many public domain patch programs that run in BASIC.

CP/M also must be patched by running a special printer program also supplied with the interface. If you have the new CP/M by Tony Moorehen, you can change the LST device to output directly to the auxiliary printer. Several other CP/M programs will allow you to change the I/O byte to output directly to your auxiliary printer.

You will have to decide whether to buy a dot matrix or daisywheel printer. Each has its advantages. The daisy wheel printer does true letter quality. You can change type faces by changing the print wheel. Don't be put off by the slow and unreliable Adam printer, a good daisy wheel is fast and reliable. Cost wise, the daisy wheel is higher than dot matrix printers, but if you need full letter quality there is just no other way.

A dot matrix printer will give you the option of printing both text and graphics with the same printer. The new 24 pin printers will produce characters that are very close to a daisy wheel. The more common and cheaper 9 and 18 pin printers produce near letter quality. In most instances the results are suitable for all but the most formal documents. The versatility provided by dot matrix printers and their relatively low cost make them the printer of choice for home use.

The particular brand printer you select is one of personal choice. Any printer that has a parallel (Centronics) interface will work with the Adam. You can even use a Hewlett Packard Laser Jet with your Adam!. The most important consideration are the control codes used by the printer to activate various printer features. Unfortunately, there is no industry wide standard for these codes. Since Epson was the first company to produce low cost dot matrix printers, their control codes have been adopted by most companies and used as a de facto standard. I strongly recommend that the printer you purchase supports the Epson control code set. Most Adam software that drives the dot printer directly uses the Epson standards.

You do not need a special printer for the Adam. Any parallel printer that uses the Centronics interface standard will work with your Adam. If the printer is compatible with an IBM clone, it will work with the Adam. Since the printer features are software controlled, you may not be able to use all the features your printer provides. If your budget does not allow for a new printer now, check flea markets and garage sales for IBM compatible printers. I have seen them for as little as \$50.

Here are a few BASIC patch programs that will work with most programs written in BASIC

This program was modified from one done by Digital Express. It changes the PR#1 command to output to a dot matrix printer:

```
0 DATA 245,219,64,203,71,40,250,241,211,64,201
1 DATA 205,11,47,205,180,45,254,13,192,62,10,24,2
2 DATA 62,0,195,180,45
3 FOR x=0 TO 28: READ ml:POKE X+11700, ml: NEXT
4 POKE 16215, 191: POKE 16216, 45
```

The next patch program allows you to toggle between the Adam printer and a dot matrix printer. Use PR#1 for the Adam and PR#2 for the dot matrix.

```
0 DATA 245,219,64,203,71,40,250,241,211,64,201
1 DATA 205,11,47,205,180,45,254,13,192,62,10,24,2
2 DATA 62,0,195,180,45
3 FOR x=0 TO 28: READ ml:POKE X+11700, ml: NEXT
4 POKE 16217, 191: POKE 16218, 45
```

The next program changes the EOS for programs that do not use the PR command:

```
1 REM MultiWrite patch
2 POKE 16149,255: POKE 16150,255
3 DATA 126,254,200,245,219,64,203,71,40,250,241
4 DATA 211,64,35,24,239
5 FOR x=62741 TO 62757: READ mc: POKE x, mc: NEXT
```

The next patch is for SmartBASIC V2.0 and was done by Digital Express:

```
1 REM For STDMEM only!!!!
2 POKE 1648,255: POKE 1649,255
3 DATA 245,219,64,203,71,40,250,241,211,64,201
4 DATA 205,248,48,205,70,255,254,13,192,62,10,24,2
5 DATA 62,0,195,70,253
6 FOR x=65350 TO 65378: READ mc: POKE x, mc: NEXT
7 POKE 1714,81: POKE 1715,255
```

The last patch was also done by Digital Express and is for SmartBASIC V2.0. This patch rewrite EOS and works with NewsMAKER:

```
0 POKE 1648,255: POKE 1649,255: POKE 20242,11
1 DATA 126,254,200,245,219,64,203,71,40,250,241
2 DATA 211,64,35,24,239
3 FOR x=63089 TO 63105: READ mc: POKE x, mc: NEXT
4 DATA 27,51,18,10,3
5 FOR x=0 TO 4: READ mc: POKE 56329+x, mc: NEXT
6 DATA 33,0,220,205,99,252,201
7 DATA 33,0,220,205,99,252,201
8 FOR x=57000 TO 57006: READ mc: POKE X,mc: NEXT
9 CALL 57000
```

Our thanks to Solomon Swift for his continued support of the Adam and the fine programs from Digital Express.

### Directory Utility

Greg Daro  
Several members wrote to me requesting additional information about multi-block directories. I thought that more of our members would find the information useful.

The INIT command in BASIC calls two machine language routines, one checks the media and the other creates the BOOT and the DIRECTORY blocks. You may have noticed that DDP's initialize to 253 blocks. This is an error in SmartBASIC. A DDP has 256 blocks numbered 0 to 255. Allowing one boot block and one directory block, there should be 254 available blocks not 253. The Coleco programmers used a single byte to hold the total number of blocks available. Since the largest value that can be stored in one byte is 255, the system incorrectly initializes a DDP to 253 blocks  $255 - 2 = 253$ . You can correct this error or change the total blocks available to 160 for disks or 128 for floppy DDP's. Here are the POKES:

For a standard DDP

```
POKE 25305,0
POKE 25306,1
```

For a floppy DDP

```
POKE 25305,128
POKE 25306,0
```

For a standard disk

```
POKE 25305,160
POKE 25306,0
```

For a double sided disk

```
POKE 25305,64
POKE 25306,1
```

You can change the number of directory blocks by changing the value at location 25308. The default value in SmartBASIC is 3. You can have up to 127 directory blocks on any media. To set the system to 3 directory blocks, POKE 25308,3. Please note, if you have made a copy of BASIC using BACKUP 3+ the above POKES will not work. BACKUP rewrites the INIT routine to properly initialize a disk or DDP. To modify a version of SmartBASIC copied using Back Up 3+, use the following POKES:

For a standard DDP

```
POKE 58,0
POKE 59,1
```

For a floppy DDP

```
POKE 58,128
POKE 59,0
```

For a standard disk

```
POKE 64,160
POKE 65,0
```

For a double sided disk

```
POKE 64,64
POKE 65,1
```

The number of directory blocks is changed by POKING 25311 with the number of directory blocks you want.

You can modify a copy of SmartBASIC to have your preferred values for directory blocks and media size. The locations on DDP or disk are:

- Block 26 byte 473: low byte media size (25305)
- Block 26 byte 474: high byte media size (25306)
- Block 26 byte 476: directory size (25308)
- Block 26 byte 479: directory size (25311) for Back Up 3+ copy

Use any block editor that you want, but be sure to modify ONLY backup copies of BASIC copied with a straight block copier.

While hacking around to find the POKE locations and the error checking routines for this article, I ran across this PD program by

Chris Hills. The program will INIT any media to the proper number of blocks and will allow you to create a directory of up to 4 blocks. You can create an even larger directory by changing the 4 in line 4040 to what ever value maximum you want.

```
5 LOMEM :29000
6 REM
7 REM NEWDIR UTILITY
8 REM CHRIS HILLS, 1985
9 REM
10 TEXT:HOME
13 DIM df$(40), df%(40), dt$(40)
14 od% = PEEK(16821)
15 GOSUB 5000
20 GOSUB 1000
30 GOSUB 2000
40 GOSUB 3000
50 GOSUB 4000
60 PRINT INPUT "ANOTHER VOLUME ? yn$:"
  ys = LEFT$(vn$, 1)
65 IF ys = "y" OR ys = "Y" THEN 40
90 POKE 16821, od%
95 POKE 16958, 0:POKE 16995, 0
99 END
1000 FOR i=0 TO 21
1010 READ by%:POKE (28000+i), by%
1020 NEXT i:RETURN
1030 DATA 62,0
1035 DATA 14,0
1040 DATA 17,0,0
1045 DATA 33,121,109
1050 DATA 205,189,252
1055 DATA 62,0
1060 DATA 40,1
1065 DATA 60
1070 DATA 50,118,109
1075 DATA 201
2000 FOR i=0 TO 3
2010 READ dv$(i), dv%(i), dds(i)
2015 NEXT i
2020 RETURN
2530 DATA "TAPE #1",8,d1
2540 DATA "DISC #1",4,d5
2550 DATA "TAPE #2",24,d2
2560 DATA "DISC #2",5,d6
3000 HOME:VTAB (3)
3010 PRINT "EGS FILE DEVICE:";PRINT
3020 FOR ii=0 TO 3
3021 PRINT
3025 PRINT TAB(5); ii; " " ; dds(ii)
3035 NEXT ii
3040 GET a$
3050 IF ASC(a$)=3 THEN 3900
3060 IF a$="0" OR a$="3" THEN 3040
3070 so% = dv%(VAL(a$))
3075 se$ = dds(VAL(a$))
3400 POKE 28001, se%
3420 vs% = 255
3430 IF a$ = "1" OR a$ = "3" THEN vs% = 160
3450 POKE 28005, vs%
3460 GOSUB 6000
```

```
3470 IF df% = 20 THEN PRINT "PRINT DEVICE OFFLINE!";FOR kk=1 TO 1000:NEXT kk:GOTO 3000
3500 HOME:VTAB (3)
3505 ONERR GOTO 3900
3510 PRINT "YOUR SELECTION:";PRINT
3520 PRINT TAB(9); "FILE DEVICE:"; d$(VAL(a$))
3525 PRINT
3530 PRINT TAB(5); "SELECT CODE:"; dv%(VAL(a$))
3550 PRINT:INPUT "CORRECT PRINT? yn$
3560 ys = LEFT$(yn$, 1)
3570 IF ys="y" AND ys="Y" THEN 3000
3750 RETURN
3900 POP:GOTO 90
4000 ONERR GOTO 4900
4010 HOME:VTAB (3):HTAB (5)
4020 PRINT "ENTER NEW VOLUME NAME":VTAB 10:HTAB
  5:INPUT ""; vn$
4021 IF LEN(vn$)=0 THEN 4010
4025 IF LEN(vn$)10 THEN vn$ = LEFT$(vn$, 10)
4030 vn$ = vn$ + CHR$(3)
4040 md% = 4
4050 HOME:VTAB (3):HTAB (5)
4055 PRINT "ENTER DIRECTORY SIZE":PRINT
4060 HTAB (7):PRINT "(1 to "; md%; " BLOCKS)"
4065 VTAB (10):HTAB (5):INPUT ""; ds%
4080 IF ds% OR ds%md% THEN 4050
4100 POKE 28003, ds%
4110 FOR i=1 TO LEN(vn$)
4120 v$ = MID$(vn$, i, 1)
4130 POKE 28025 + i - 1, ASC(v$)
4190 NEXT i
4200 HOME:VTAB (3)
4210 PRINT "MOUNT " ; d$(VAL(a$)) ; " AND HIT ME"
4220 GET c$:IF ASC(c$)=3 THEN 4910
4230 PRINT:PRINT "INITIALIZING VOLUME"
4240 CALL 28000
4245 PRINT
4250 is% = PEEK(28022)
4260 IF is% = 0 THEN 4280
4270 PRINT:PRINT "INITIALIZATION ERROR!";GOTO 4899
4280 PRINT:PRINT "VOLUME INHALIZED";PRINT
4290 PRINT "HIT ANY KEY FOR CATALOG ";:GET
  a$:PRINT:PRINT
4300 PRINT "catalog "; so$
4899 RETURN
4900 IF ERRNUM(0)255 THEN 4920
4910 PRINT:PRINT "ABORTED";POP:GOTO 90
4920 IF ERRNUM(0)8 THEN 4940
4930 PRINT:PRINT "ACCESS ERROR! CHECK
  DEVICES";POP:GOTO 90
4940 REM
4999 RETURN
5000 REM
5001 REM "HELLO"
5002 REM
5010 VTAB 1:HTAB 6
5020 INVERSE:PRINT "NEWDIR VERSION 1.1"
  :NORMAL:PRINT
5022 PRINT SPC(3); "CHRIS HILLS 24 APRIL 85"
5023 FOR i=1 TO 30:PRINT "NEXT I PRINT:PRINT
5025 POKE 16958, 5:POKE 16995, 5
5035 PRINT "THIS UTILITY WILL EFFECTIVELY"
```

```

5040 PRINT "DO WHAT YOU ALWAYS WISHED THAT"
5045 PRINT "INIT. COULD DO." : PRINT
5050 PRINT " 1. INITIALIZE A VOLUME WITH"
5055 PRINT " THE CORRECT BLOCK COUNT." : PRINT
5060 PRINT " 2. ALLOCATE MORE THAN ONE"
5065 PRINT " BLOCK FOR THE DIRECTORY." : PRINT
5070 HTAB (11):INVERSE:PRINT " WARNING
:NORMAL:PRINT": :C: :SELECT": (2)
5075 PRINT "THIS UTILITY ERASES ALL YOUR"
5085 PRINT "FILES."
5180 PRINT:PRINT "HIT ANY KEY WHEN READY: ";:GET
a$
5190 IF ASC(a$) = 3 THEN POP:GOTO 90
5199 RETURN
6000 dh = PEEK(64880) + 256*PEEK(64881)
6005 df% = 0
6010 nd = PEEK(dh + 3)
6015 dv% = so%:IF dv% = 16 THEN (dv% = dv% - 16)
6020 FOR i = 0 TO nd - 1
6030 dc = (dh + 4) + (21*i)
6040 IF PEEK(dc + 16) = dv% THEN 6100
6050 NEXT i
6060 RETURN
6100 st = PEEK(dc + 20)
6110 sh% = st/16: sl% = st*16/sh%
6120 ds = sl%:IF so% = 16 THEN ds = sl%
6130 IF ds THEN df% = 1
6199 RETURN

```

## Reviews

In this issue I look at two hardware items from InHouse Service Reps and several software products including NewsMaker. Please let me here from you about any products you would like to see reviewed. We welcome reviews done by our members. Please send your comments or reviews to:

Gregory R. Daro  
925 Chisholm Court  
Toms River, NJ 08753

**Product: 256K & 512K Memory Expander**  
**By: InHouse Service**  
**Price: See note...**

Note: The current price for the 256K expander is \$170 and for the 512K is \$270. These new prices are based on the current very HIGH prices for memory chips. If the price of the memory chips goes down, the expander boards will also reduce in price.

The two memory expansions available from InHouse Service are essentially the same with the exception of the number of RAM chips on board. You can purchase the 256K expander and add memory chips in groups of 64K up to 512K. If you want 512K but don't have the money now, buy the 256K and expand it later.

The boards are housed in a small metal box that connects to the side port of the Adam. There is no address card nor is there any connection needed to the printer interface. The box is 1 1/2 inches high, 6 inches wide and 7 inches long. I was told by the designer that a smaller box is in the works. Caution: as with any computer device, do not plug in or unplug the memory expander with the power on.

I used a 512K expander for my tests. I started by using software that uses the standard 64K expander. AdamCalc, SmartBASIC V2.0, BackUp 3+ and CP/M had no trouble using 64K of the 512K available. I experienced no problems with any of this software or with printing to my dot matrix printer. If you have a 64K expander or have put 64K on the mother board, you must disable the memory. The system will try to access both memory expanders with unpredictable results. If you have the expander card, just remove it. If you have added the 64K to the mother board, cut the wire that connects each of the memory chips.

I then tested the expander with FileManager from InHouse Service. The entire 512K expander was initialized as a copy buffer. Imagine reading an entire DDP into RAM! I then booted CP/M and used a program supplied with the expander called ABP25.COM. This program is a patch program that sets the RAM Disk for any size. When I changed to the M: drive, there was over 500K of Ram Disk. I copied Zork I to the Ram disk and started up the game. For all intents and purposes, the game is in Ram because there was not the usual delay when the program reads in data. A Ram disk is virtually instantaneous. I did the same with WordStar just to try the more paractical and mundane. The results were the same, instant response.

I then tried some other commercial software available from Walters Soft and Digital Express. The Walters RAM Disk booter worked well. I had over 500K ram disk in BASIC. I then tried PowerPoint by Digital Express (This will be reviewed in the next issue) and it initialized the entire 512K.

I have heard that the InHouse memory expander is not compatible with all software, this is just NOT the case. I had no problems using it with products from Digital Express and Walters Soft. I had no trouble printing with the expander active. The product performed as expected and with the ability to expand from 256K to 512K, this is an excellent product.

**Product: Double Sided Disk Drive**  
**By: InHouse Service**  
**Price: \$299.95**

This is the only new disk drive being manufactured for the Adam. The unit comes with software and documentation on a disk. The unit is housed in a metal case that is somewhat smaller than the Adam disk drive. To power the drive, you connect the Adam printer or power supply to the disk drive and then connect the drive to the CPU by means of a cable supplied. The drive will work alone or with a second Adam or InHouse drive. You can select whether the double sided drive is drive #1 or drive #2. The unit is well made and worked quite well. It seems to be as fast as the Adam drive, and a bit easier to use. Instead of the catch mechanism used by Coleco, the disk is secured by means of a lever. This is easier and quicker.

I tried using the drive with various system programs by Coleco and other manufactures, all were single sided disks. The drive functioned as if it were a Coleco single sided drive.

CP/M requires a patch. The CP/M system does not support the double sided drive directly. Without the patch, CP/M will only give you 145 blocks free. The patch program supplied handles the

tough stuff and even allows you to change other CP/M default settings. If you set up the double sided drive as a 302K (320K blocks), it will not work properly with a single sided disk. You can load and save files to the disk, but the system thinks it is a double sided disk and will try to write 302 blocks. If you access past block 159, you will get an error. If you want to use the drive for both single and double sided disks, patch the drive for 256K blocks. The system will then properly handle both types of disks.

Provided with the drive is an EOS formatter that is self booting. It will format a single drive, or two drives at the same time. You can select between single sided or double side. Provisions have been made to format quad density disks when these drive become available.

On the same disk with the EOS formmter are some CP/M programs. Boot CP/M using a different disk. Place the drive distribution disk in your drive and look at the directory. To format CP/M disk, run the format program. Read the documentaion for the CP/M formmater since you can change the default settings for verify etc. The CP/M patch program will set CP/M for the drive configuration that you want. In addition, it set up the RAMdisk for up to 512K. You can use the program for changing other CP/M default settings.

The software was done for InHouse by Tony Moorehen. He is the person that gave us all the new CCP for Adam CP/M. The programs are easy to use and quite effective.

## Product: FileManager

By: InHouse Service

Price: \$24.95

Media: DDP & Disk

FileManager is a self booting machine language utility program done by Tony Moorehen for InHouse Service. It is the most complete utility that I have seen for the Adam. It automatically tests for the presence of a memory expander, determines the size and then uses it as a buffer. It will support all drives in any combination and works with both the Adam and dot matrix printers. It has the features such as block copy, format, initialize, and block edit. It does, however add much more. You can format two disks at the same time. Any media can be initialized to a multi directory up to seven blocks. It supports single sided, double sided and quad density drives. The user can select the default setup of drives and color and save it. Next time you boot the program, your defaults will come up.

One of the more useful features to me is the file copy function. This works much the same way as Backup 3+, but with some significant improvements. You can copy from and to multiblock directories. When you select the file function, a list of files on the default directory is displayed. At this point you can copy a single file or tag many files for a mass copy. It copies SmartBASIC without modifying it, the system I prefer. In addition to mass copy, you can delete "tagged" files. This provides a very easy method of cleaning up those data packs and disks that manage to collect files. I use it to move files to different media so similar files are

together. I put all my printer patches on one disk, SmartBASIC patches on another.

Another handy feature is the ability to print a file to the screen, Adam printer or dot matrix printer. This is very useful when you are looking through those old DDP's and forget what the files are. Some limited printer format capabilities are available.

The block edit mode is quite straight forward. You can edit the HEX code or the ASCII code. Changing ASCII code is a much welcomed improvement for this type of software.

The documentation supplied is complete and easy to understand. It is menu driven and can be used even without the documentaion close at hand. The program makes use of the SmartKEYS and the special function keys. Some of these may be hard to remember. Several words of warning: BE SURE to check the drive status on the screen before selecting any functions. It is very easy to format or initialize the wrong media. Hitting the ESCAPE key from the main menu takes you to the word processor, a feature that frustrated me. You use the ESCAPE key to move to the previous menu, hit once too many and there's SmartWRITER!

## Product: NewsMAKER

By: Strategic Software

Media: DDP

Price: \$26.95

Note: This software requires a 64K or larger memory expander. This is the first and only desk top publishing type software available for the Adam. In this sense is quite unique. The documentaion is brief and easy to follow. The program is done in SmartBASIC V2.0 and is made self booting by means of a HELLO program. The entire package consists of three related modules and several demonstration files. The program starts at the main module, NewsMAKER.

The main principle of desk top publishing is that you lay out your page in blocks. The blocks can form a column, several columns, or can be across the page. Mixing text and graphics on a page uses the same block principle. Strategic used this principle for NewsMAKER. The main screen lets you load an existing file or start a new document. You work from a rectangle that represents a single page. You size and position blocks within the rectangle using the cursor keys on your stick. Once positioned, you select text or graphics for the block. You can only use "text-graphics" provided or from PrintSHOP. You can create your own graphics using NewsEDIT. If you select text for your block, you can set the text to flow to the next block, this enables you to position and change the block size preserving the continuity of the text. Blocks can be intermixed placing graphics between text. The sequence the blocks are created determines the sequence of flow for text. This shows good thought on the programmers part since it allows you to move blocks, while maintaining text flow. Be sure to create all your text blocks in sequence so that you can set the flow. Once you have created the page, it time to save it. Be sure to save your work before trying to print.

The NewsPRINT module is used to print your documents. It is accessed via the main module through the OUTPUT menu. Selecting PRINT, loads and runs a BASIC program that formats



and prints the page. Any document in memory is lost, so be sure to save it first. Printing the document requires that it be loaded, formatted then printed. The system takes care of all these steps, but it does take a little time. To print a document that has text and graphics, requires that you reinsert the paper after printing the text. The graphics will then print. Be sure to position the paper carefully to preserve the proper alignment. When you are done, you can return to the main module.

The NewsEDIT program is used to create or edit pictures to be used with NewsMAKER. Pictures created for PrintSHOP must be converted using the editor. This module is very easy to use.

Overall I was quite impressed with NewsMAKER. There are, however, limitations. You can only create and edit a one page document. For multiple pages, you set up different files. The software will not load a text file created by other programs or SmartWriter. Text can only be entered by using the editor provided. I found the text edit functions to be slow and cumbersome.

The print function is contained in a separate module. Memory limitations of the Adam make this necessary. Printing a page involves reading in the block size and location and then formatting the text. It will take a bit of time so be patient.

While a bit slow, this is a well thought out and professionally done product. There is just no other product that will give you the flexibility of desk top publishing.

**Product: SpeedyWrite 2**  
**By: White Software**  
**Price: \$39.95**  
**Media: DDP & Disk**

SpeedyWrite 2 is an updated version of SpeedyWrite. The price of the original SpeedyWrite has been reduced to \$29.95. The documentation has been rewritten and is much clearer and easier to use. This is a welcomed improvement. Most of the features of SpeedyWrite have been preserved in this updated version. The menus have been replaced with a series of help screens that are stored in video RAM. Pressing the WILD CARD key brings up these screens. The print and file menus have been preserved. There have been several significant improvements to this software. The tendency for the cursor to sun-on has been minimized. SpeedyWrite now supports dot matrix printers directly and will allow continuous printing for both type printers. Provisions have been made to allow the users to customize the printer features by inputting the proper printer control codes. In addition, codes can be imbedded in the document. Up to four configuration files can now be loaded when SpeedyWrite loads, so you can customize your session.

The Deleted Buffer has been expanded so it holds quite a bit of text, a decided improvement. Another useful addition is a feature called Pocket Data Base. This is not a true data base, but lets the user customize the HELP screens or create his/her own specialty screens. I found this quite handy for addresses. If the above were not enough, the new version lets you bring in two documents at the same time. Text can be exchanged between the

two and the documents can be saved separately or merged together.

I have now switched from WordStar to SpeedyWrite. Most of the articles I do for Sprite Chaser are now done in SpeedyWrite 2. I spoke with David White, and he told me that his next project is a spell checker that would work in conjunction with his word processor. Please be patient, it will be several months before we know more. I will keep our members informed.

## Software Exchange

As you can see from the list there have been many more disks added along with some new pricing. We only list from #47 up. If you are a new member and have not seen the list from #1-46. I will be happy to send you that list if you send me SASE. I have lots of "rules" only to make it EASY for you to get some nice disks to experiment with, increase your productivity, or to start your own library! Read them carefully...this library has taken lots of work!

Be aware that some of the volumes have repeat files. Some of the reasons that I have included them are: To maintain continuity for those who like to have all the volumes from a certain groups' library and to keep compiling original volumes has gotten tedious and unwieldy. I would like to thank again Dick Stensrud, Joe Waters, Dan Decker and Ed Costello for the wonderful contributions of disks to the Exchange (and to any of you who I have forgotten...thanks).

A brief explanation of "Public Domain" means these programs can be freely modified and exchanged. Under no circumstances can they be "sold" for profit. Usually, programs MUST retain a "remark" statement crediting the source of the program. Common sources of public domain software are large databases (i.e. "Compuserve", "The Source", People's Link), other PD Exchanges (NIAD, Digital Express, ECN, AUG), listings from magazines, newsletters, and from individual users contributing to the exchange. Our Exchange includes elements from all of the above. Because of space I cannot describe all the programs. I will try to highlight the few that one should really have. If you have any questions about individual programs you may call me at 201 679 6102 (please do not call collect). You may also send me a SASE to:

**STEVE GEORGE**  
**67 STEVENS AVENUE**  
**OLD BRIDGE, NJ 08857**

SmartWriter HELP files have an "H" designation. CP/M help files have a ".DOC" or ".TXT" extension. These can be read by using the "type" command. You can print them out by hitting the Control key + the P key (this toggles the printer on and off in CP/M).

Following is and example.  
A. type filename.ext

On BASIC disks any file with an "H" designation can be read in SmartWriter. These are usually "README" files.

## Rules

- 1.) Make all checks payable to "STEVE GEORGE". Postal or Money orders are filled immediately. If you send a personal check

expect a 3-8 day delay. Stamps are also accepted. Most disks will go out NEXT DAY!! (I hate to wait for software too!)

- 2.) Questions about programs will be only answered if you send me a SASE. Or call me and specify "CALL COLLECT" on my answering machine. Best time to catch me in person is after 5PM EST.
- 3.) For an updated list of programs available send a SASE + \$1 (to cover xerox costs).
- 4.) If you have nothing to contribute and would like me to supply the disk, a \$5 donation is required for each disk ordered. If you want me to supply the tape, send \$8. This covers handling, postage, and purchase of disk or DDP. Volume discounts: order 5-9 and take 5% off, order 10 and up take 15% off.
- 5.) If you want to send disks or DDPs you can save some money. Please make sure the disks are formatted (EOS or CP/M-it does not matter). Send \$3 for each disk or DDP sent. Please send a LORAN, M.W. Ruth "PLAIN LABEL", or COLECO DDP (Victory and FastForward DDPs are unreliable). I will also include an updated disklist with your order. The Same volume discount applies.
- 5.) If you have programs to donate, include a README file + \$2 to cover postage and handling. I will copy your files off and then put the requested disk/DDP on YOUR disk.
- 6.) You will not always get the same disk you sent. We use single-sided, double-density disks only.
- 7.) Volume discounts: Order 5-9 and take 10% off, order 10 and up take 15% off.

In the past year we have received many disks from other libraries and have decided to include them in our current offering. Be careful though, on some disks there are files that are repeated. For the sake of continuity, we have decided to leave these disks \*AS IS\*. Please read descriptions carefully....

- Disk #48 Pascal II..This disk goes along with #47
- Disk #49 New CP/M- You must have CP/M to use this. It is an improved CCP for CP/M 2.2..Several bug fixes, copy command built in!

### Expandable Computer News' Library

- Disk #50 Basic 1..Graphics demos, Piano, Grading program, mailist, envelope, printing, joystick demo
- Disk #51 Basic 2..File system, clock, shapemaker, snakerider, musicplayer, colorchanger, spritedemo
- Disk #52 Basic 4..Football game, Evil adventure, Dungeons and dragons, game, 8.ball game
- Disk #53 CP/M 1..CP/M Adventure, Screen.com (to convert screen to 32 col.)
- Disk #54 CP/M 2..TinyBASIC (A 3KBASIC for CP/M!!) Full disk
- Disk #55 CP/M 3..PILOT (an authoring language) Full disk
- Disk #56 CP/M 4...a very nice..Text Formatter Full disk
- Disk #57 CP/M 5a..EBASIC..A PD CP/M Basic similar to C or MBASIC
- Disk #58 CP/M 5b..EBASIC..Floating Point Package goes with #57
- Disk #59 CP/M 5c..EBASIC Compiler..changes your program to an "executable", form.
- Disk #60 CP/M 5d..EBASIC Compiler II (companion disk to #59) plus Othello, game
- Disk #61 CP/M 5e..EBASIC Misc..(companion disk to #59, 60)

- Disk #62 CP/M 6...EBASIC Games..Blackjack, Gunner, Civil War, Football, Golf, Poker, Lunar Lander
  - Disk #63 CP/M 7...EBASIC GamesII, Star Trek, Tweety, Snoopy picture..STMASTER
  - Disk #64 CP/M 8a..EBASIC GamesIII, Animal, Bagels, AMAZE, BioRhythm, Mathematical equation solvers, Wumpus, Loan, Keno and many, more!
  - Disk #65 CP/M 8b..Ebasic GamesIV, BagelsII, Cannons, Chomp, LEM, Poet, Craps, Hangman
  - Disk #66 CP/M 9...EBASIC GamesV..23Match, Bullseye, Kingdom, SWARMS, Rocket, Checkers
  - Disk #67 CP/M 11a.Resource (a CP/M assembler)
  - Disk #68 CP/M 11b..A Disassembler for Z80 CPU (CP/M and includes SOURCE CODE)
  - Disk #69 CP/M Express 1.0 a CP/M full featured Word Processor..80 columns, online help files..
- Puget Sound Adam Users
- Disk #70...Toolkit I..MusicMaker, TuneMaker, Pcopy, includes some songs, all four disks contain pertinent text files on the operation of your ADAM..all four are 90% full...
  - Disk #71...Toolkit II..CartCopy, Crasher, EaselPaint, AlphaSort..more
  - Disk #72...Toolkit III..Lazarus (recovers deleted files) various patches to fix bugs, shapetable docs, new directory utilities
  - Disk #73...Toolkit IV..a BASIC Z80 disassembler, LabelMaker, CopyFast, more

### FCAUG Library

- Disk #74...#1)100% full disk of BASIC programs (some repeats) 28 programs in all, many new!
- Disk #75...#2)Also 100% full MoonBase, StarPatrol, 3D Ripple, StarWars, MultiDraw, Jet, many others (30 programs in all)
- Disk #76...#3)More games, graphics demos, quatrains, tictactoe, poker, valentine, polygon, math, kaleidoscope, barrier, spiral, others..
- Disk #77...VideoTunes Data Disk..a full disk of songs to use with VideoTunes
- Disk #78...AUG BASIC Games..Ski, Iron, Eliminator, Horses, Cannon, Missile, Walloons, WildWest, more..
- Disk #79...CP/M PL/I Disk 1(A programming environment) Full disk!
- Disk #80...CP/M PL/I Disk 2 (goes with #78 includes some examples)
- Disk #81...CP/M Misc..Areacode, FTNOTE1.2, Find5.1, FindBad5.4, WASH, more..
- Disk #82...CP/M MiscII, NSWP2.07, OWKEY1.2, Make
- Disk #83...CP/M ProLINK Terminal program, Check Balancer
- Disk #84...CP/M Clone, Image (creates file of disk or DDP tracks), TapeUtil2.2 (an in-house Coleco copier)
- Disk #85...CP/M MADAM7 Version 1.3 Terminal Program
- Disk #86...CP/M Coleco In-House Utilities..DiskTest, BurnIn, Gensave, BuckRogers, Test, Blank
- Disk #87...Misc BASIC Games..Cobra, PACPerson, Minotaur, CoinToss, SlotMachine, Obstacle, ShellGame, others.
- Disk #88...HiRes Pictures#1 \*Must be 18 years old\*...Includes three Utilities..a printer program, a viewer (in BASIC) to see them on screen, Includes some nudes! A must have disk!
- Disk #89...HiRes Pictures#2 Same three utilities (you do not need #88 to, purchase this) All different pictures!
- Disk #90...MBASIC games..you must have MicroSoft BASIC to use this disk, Checkers, CivilWar, Goldmine, Trucker, Chess, Poker

- Disk #91...CP/M Nudes...ASCII Pinups! \*Must be 18 years old\* Includes, TRS2Adam CP/M Transfer utility
- Disk #92...BASIC Check file, Elvelope printer utility
- Disk #93..Temple of Asphai #1 Beta...Has bugs but is playable...a never, released version of the EPYX game. Must Have the two disks and, a RIGHT directory DDP This disk contains blocks 0-127
- Disk #94..Temple of Asphai #2 Beta...Must go with disk #93..Has, bugs but is playable...a never released version of the EPYX game, this disk contains blocks 128-255..

## NIAD Library

- Disk #95 Pinball #1 A disk full of Pinball games to use with Pinball, Construction Set- Thunder, Demon, Ricochet, MadMan, others
- Disk #96 LOGO #1 Not a full disk but has 14 or so LOGO files on it, about 10 new files
- Disk #97 ADAMCalc #1. A disk full of templates to use with ADAMCalc: FamilyBudget, Inventory, CheckBook, CISLog, TaxForm, others...
- Disk #98 BASIC #1 LINDUMP, UtilCopy...A very nice copier, disassembler, that is SmartKey generated
- Disk #99 BASIC #2 Many utilities, tutorials on the operation of your ADAM, ViewRAM, DirEdit, SpriteEditor, AddressREAD, Renumbat, more
- Disk #100 BASIC #4 GRLocator, HGRLocator, PANDORA, Gravity, Animation, QUIZ, WordSEARCH, Fan, LetterChase, more..
- Disk #101 BASIC #5 Budget, Changer, Preschool, Gliders, Interest, Payroll, Roulette, Ratios, GRP and DragonLair, Get 'Em, BreakEven, more..
- Disk #102 BASIC #7 DK TapeEdit, DemoColor, Calculator, AdamKite, Web, PigFeeder, SolveXYZ, MultiDrill, Phonebook, WordScram, Mortgage, MagicSqr, others...
- Disk #103 BASIC #10 Mileage, Chomp, YourAGE, Bomber, Baccarat, GOMOKU, Jitterbug, AdamChat, Motherlode, Joy, Haunting, Défuse, others....
- Disk #104 BASIC #16 Gravitar, Cube, Survive, Puzzle, fireplace, Blastoff, mandala, polyhedron, Tolkien adventure, AFILEREADER, Strain, others
- Disk #105 BASIC #17 WordGame, EctoBlaster, Chateau, Colorbar, Banner, Mosquitoes, help files on :pokes, peeks, bsaving...
- Disk #106 BASIC #18, Catch It, Galaxyhgr, lottery, 24hrClock, HomeCalc, RayGun, Flagpole, Focalength, starburst, lazer, binomial, others...
- Disk #107 CP/M #1 (Some repeats) UNERA1.9, /, Display, SDDU, Create3.0, Inventory, Modem7, SOZ, USQ, Market, ADAMBOOT, others..
- Disk #108 CP/M #2 CatPage, LRUN2.0, BaseBall, Ucat, Split, FMAP, Find, Common, Lu300, I/O Map, others
- Disk #109 CP/M #3 CPMUtil, DirEdit, L, NSWP, PrintSq, Sq1.11, Sq 1.10, MultiCopy, NullIL, Makesub2, SLOAD, LASM, DDTX3A, Sort, Lsq1.20, Others...
- Disk #110 CP/M #5 DUU, SDPCY, VDO2.3, Z80, XMODEM8, others..
- Disk #111 CP/M #7 DUS.9, MMerc, XCCP, WID30, ELIZA, DELIB, XCCPUtl, others
- Disk #112 CP/M #8 Curly, CV2COR, CV2EXM, ZIP, UNIXTOOL, CV2ST

- Disk #113 CP/M #9 MBUtil, NSWP2.07, RENEXT, RESOURCE, TYPEL2.3, TypeL3.4A
- Disk #114 CP/M #12 Flisp, GameSave (Saves Carts to a file that can be run; CP/M) Pilot80, L, VF, F83, F83Tool
- Disk #115 CP/M #13 GeneralHospital, DUPUSER, LOCK, Phone, Null, SortDir, VFiler, Survey4, WASH, VfilerSc, WFAST15, UNLOCK, UNERA, MKEY, EX, others...
- Disk #116 CP/M #15 Othello, RCPM.lst, Castle, COBOL,
- Disk #117 CP/M #16 ModemEXecutive (terminal prog)1.28, XModem1.06
- Disk #118 CP/M #18 AreaCode, Banner, BISHOW, LIST, CPMHelp, TinyBas, Probe, EPro, DBL, SAP4.3, XF, others...
- Disk #119 CP/M #19 CkBook2.0, Guessit, SwapCopy, TypeSqueeze, Scoll, Alloc, Barcode, ADAMDir, others..
- Disk #120 Animator1.2...A full blown Sprite Animation program to be used, under BASIC 1.2
- Disk #121 Coleco's Personal CP/M and SimpleCalc...FOR HACKERS AND COLLECTORS ONLY! These are not working properly but probably can, be made to work with some "pokeing" around.
- Disk #122 CP/M Arcade Games...Use with 80 Col. monitor for best results. PACMAN, ALIENS (like Space Invaders), others...uses ASCII graphics
- Disk #123 CP/M Arcade Games...MCHASE (pretty nice)
- Disk #124 CP/M Utilities...2 disk formater...Format EOS or CP/M...UNPROT allows you to view the source code of protected MBASIC or CBASIC files...ACOPY-better than COPY.COM, copies, verifies and copies, using function keys..TOWS- a utility to convert DBASEII to MEX files
- Disk #125 Label Printer...Designed by our own Greg Daro, will print most ADAM, formats (written in BASIC, yet will print CP/M formatted disks!)
- Disk #126 Gamma Debug Test Util-A Coleco In-House Test cart that will, test CPU and ROM states...Does not need to generate a picture, to work...Docs included
- Disk #127 New Pinball Games..by Joe Waters.Twinspace, Madness, Hot Rod, Trapper
- Disk #128 Misc Basic...Graphic Fantasy, Mathematic Graphics, Jumble Spell, yet another LabelMaker, and some misc pics...
- Disk #129 CPU SYSTEM TEST...Another CPU Tester used for assembly line testing, Unlike any previous testers, this one generate video test patterns, hand controllers, data drive, 64K expander, and boot ROMS.
- Disk #130 ColecoVision Final Test...used by Coleco to test stand alone CV or, the CV through an expansion ADAM.
- Disk #131 MACAdam....What was going to be a MacroAssembler for the Adam in cartridge form. Probably a beta copy....
- Disk #132 CP/M Games-Adventure (Not the same as Disk#12)
- Disk #133 Temple of Asphai..Patch #2 Disk Version!!
- Disk #134 Super FrontLine Demo...What was to have been a VERY nice version, of Frontline!
- Disk #135 CP/M...Arcade...Maze Chase...a color version with nicer graphics
- Disk #136 Misc Utilities...a couple of tape editor utilities, a sprite creator
- Disk #137 RLE Pics #1...11 great graphics converted from other computers, using "RLE" format: Alien, Dragon, Poison, Julie, others.., A RLEviewer included.
- Disk #138 RLE Pics #2...5 great "R-rated" graphics converted from other, computers using "RLE" format...YOU MUST BE 18!! RLEviewer included.

Disk #139 RLE Pics #3...5 different great "R-RATED" graphics converted from, other computer using "RLE" format...YOU MUST BE 18!! RLEviewer included.

Disk #140 RLE Pics #4...10 great "R-RATED" graphics converted from other computer using "RLE" format...YOU MUST BE 18!! RLEviewer included.

Disk #141 RLE Pics #5 (Portraits)...8 great graphics of faces converted from, other computer using "RLE" format...RLEviewer included.

Disk #143 BASIC #3...Calendar generator, WildWest adventure, Crossfire, Easel, many other programs...

Disk #144 BASIC #6...PianoPlus, DiskPuzzle, OilDriller, ShipBattle, EvilOne, Nuclear, many others...

Disk #145 BASIC #8...MineField, JewelHunt, Deviation, Craps, CoinToss, others.

Disk #146 BASIC #9...Bounce, LoanPayment, ShapeDemo, Birthstone, Elf, StarTrek2, Valentine, others....

Disk #147 BASIC #14..Turkey, BackSpell,King, Clock, Vectors, GaussSimulation, Derivative, Cross Words, others....

Disk #148 BASIC #15..Poison Ivy, Hanoi, Bounceball, Skiing, HiddenWord, WordBounce, Metric, Quiz, others...

Disk #149 BASIC #19..Panther, InchWorm, Ghosts, BlueJays, Clown, BlockEdit, VCR, Averaging, 2WayPrint, others....

Disk #150 BASIC #21..Announce, SlotMachine, ThreeK, Football, Arcade, Scrunch, DirSizer, Music...others

## In the next issue of Sprite Chaser...

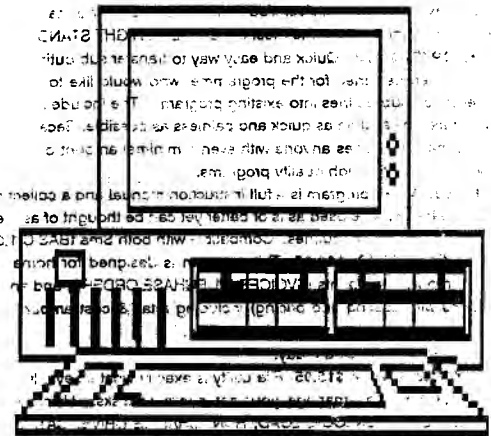
....The CP/M articles continue

....An article on the Adam operating system and how to use it

....A short useful program on changing colors in BASIC TEXT mode

....A public domain copy program that is THE fastest I have seen

**Multi-tasking is when your computer can do more than one task at a time. The Adam can do it! What about this sophisticated IBM clone? To do multi-tasking with an IBM clone you need OS2 and even then it is only simulated. Who said the Adam is only a "toy" computer!**



## COMPUTER LABELS/ACCESSORIES/SUPPLIES

5 1/4" DISKS	(SS,DD 25/\$13.25-10/\$ 6.40) or (DD,DD 25/\$15.00-10/\$ 7.50)	
3 1/2" DISKS	(SS,DD 25/\$37.50-10/\$19.50) or (DD,DD) 25/\$42.25-10/\$17.95)	
Disk Holder - Holds up to 50 disks - anti-static - 3 1/4" or 5 1/2" disks		\$8.95
Disk Drive Head Cleaning System 5 1/4"		\$12.95
Disk Drive Head Cleaning System 3 1/2"		\$19.95
Paper T/F-F/F White clean edge 11" x 17" 20lb	1000/\$15.95	
Paper T/F-F/F White clean edge 11" x 17" 20lb	200/\$4.99	
Labels T/F-F/F (Address Regular)	1000/\$ 5.95	
Labels T/F-F/F (Address Square Cut)	1000/\$ 8.95	
Labels T/F-F/F (Data pack and/or cassette tape)	100/\$ 5.95	
Labels T/F-F/F for 3 1/2" disks that wrap around disk	100/\$8.95	
Labels T/F-F/F for 5 1/4" disks that cover full top of disk	100/\$4.95	
Index Cards - T/F-F/F - 3" x 5"	500/\$7.95	
Rolodex Cards - T/F-F/F - 2 1/8" x 4"	500/\$8.95	
Monitor/TV Stand-360 rotation,up to 25 angle		\$21.95
PRINTER STAND - Universal fit all printers		\$13.99
Copy Holder with spring balance arm		\$29.95
Copy Stand & Clipboard		\$8.95

### ADAM

DATA PACK (Adam) Manufactured by Lorán	1/\$3.95 - 10/\$34.50
RIBBON CART.(Adam) Fresh-in your hand within 60 days of mfg	1/\$5.50 - 3/\$15.00
DAISY WHEEL(Adam) - Italic, Script, Elite, Bookface, Dual Gothic, etc.	1/\$5.50
ADAM COVERS - Set with Logo for system	\$18.95
ADAM DISK COVER - To match above	\$9.95
TRACTOR FEED for Adam printer	\$68.95
REMOTE - Front ON/OFF switch	\$12.95
POWER PACK - To separate printer/use CPU alone	\$29.95
DIABLO (DP/D) - Great Game	\$19.95
BLACK GOLD (DP/D) - Look for oil. Survey-profits-fun	\$19.95
SACRIFICE to the SPIDER QUEEN (DP/D) - Super Text Adventure	\$14.95
ADAM LINK 111 (DP/D) - Improved version of ADAMLINK 11	\$19.95
EBU - SmartBasic - Data Pack or Disk - SmartBASIC-replacement PLUS	\$21.95
HACKER'S GUIDE TO ADAM - Disk or DP - Vol I or II	\$17.95
SIGNSHOP - Design & Printing System(DP)	\$20.95
MicroWORKS (DP) 5 programs that work along or together (1. Wordprocessor/text editor 2.	
Database 3. Spreadsheet 4. Picture editor 5. Business graphics	\$25.95
NewsMAKER (DP) - Desktop Publishing Program	\$26.95
DEMONS & DRAGONS I (DP/D) Test your strategic skills in this easy to use role playing fantasy	
adventure \$19.95	
DEMONS & DRAGONS II (DP/D) Fantasy adventure - You lead the D.I	\$19.95
ADAM DISK DRIVES - Single or double sided	call \$
GRAPHIC ANIMATION & MATH Combo Pack #1(DP/D)-A first for ADAM	\$32.95
The "PICK" (DP) - Complete lottery program, LOTTO, etc. (need AdamCALC	\$15.95
BACKUP+ 3.0 (DP/D) - Super backup program	\$21.95

\*\*\*\*OpenFILER3 V3.0 (DP/D) \$24.95 OpenFILER3 will read a SmartFILER database and convert it into a sequential file by rewriting the records onto a new disk/DDP. OpenFILER3 will recover the complete record, including the "TEXT" field. OpenFILER3 provides all of the features of OpenFILER2a, with the addition of the following: Full recovery of the TEXT field, Temporary delete and undelete of individual records, convert only a range of records, Undelete and convert a range of records, replacement of "text field" commas (for use with BASIC or dBASE) and more. Included with the program is a complete and easy to use documentation manual that will guide one through the use of OpenFILER as well as suggest uses for the resulting file. OpenFILER3 requires SmartBASIC V1.0 and two drives.

\*\*\*\*FOREPLAY (DP/D) \$15.50 This software program contains ADULT material and should not be used by children under the age of 16. Program contains the public domain version of SmartBASIC 2.0 and a few program modules. You can play The part of a man or a woman out for a "GOOD" time. Your mission is to get the most out of a "ONE NIGHT STAND".

\*\*\*\*SUBWORK (DP/D) \$15.95 Quick and easy way to transfer subroutines between programs. This program has been designed for the programmer who would like to be able to quickly and easily install pre-written subroutines into existing programs. The included subroutines are documented so as to make installation as quick and painless as possible. Because of the ease of use and the variety of the subroutines anyone with even a minimal amount of BASIC understanding should be able to write useful, high quality programs.

Included with the SUBWORK program is a full instruction manual and a collection of easy to use routines. These routines can be used as is or better yet can be thought of as the framework for a more complete and full featured routines. Compatible with both SmartBASIC 1.0 and 2.0.

BUSINESS MANAGER (DP/D) \$29.95 This program is designed for home business & small business use. It computes and prints INVOICES, PURCHASE ORDERS, and an INVENTORY LIST (up to 10,000 items with costing and pricing) including retail discount amounts. There are many useful computations performed for you. It is a program that you will use every day. It is a program of its kind to our knowledge sold today.

\*\*\*\*FILE UTILITY V1.0 (DP/D) \$15.95 File utility is exactly what it says. It is a program that is easy to use and will help you manage your database or files. Using FILE UTIL you can DELETE, RECOVER, LOCK, UNLOCK, SEARCH, RUN, CHANGE DRIVE, CATALOG, and RENAME files all at your fingertips. It is partially SMARTKEY operated and very easy to use. DOCS are included in a README file. No ADAM owner should be without a FILE UTIL program.

\*\*\*\*Pinball I (DP/D) \$15.95 A collection of totally self-loading pinball machines. [1] Jetli is a game set in the air. Watch out for missiles, because one could blow your ball up. Really! [2] Girls This is one has a lot of stuff in it. It is really fun! [3] Army This is a rough-and-tough pinball

machine. Declare war against the computer and win! [4] Green Machine This is a very high scoring game. In an average game you'll score at least 10,000,000! [5] Wacky That's just what this game is, Wacky! Go all through this one and have fun! [6] Clowns Clown around in this game, or bounce around actually and score as many points as possible. [7] Blue DIPP Go fly around in this one all day. You'll really like this one a lot! [8] Blue Bopper This one's for all you 50's people out there. You can make your ball "Dance" around in this one to get points. [9] Trapper A trapper is out to get you. Score as many points as possible and watch out for his trap! [10] Vacation Take a vacation anywhere! Have fun under the sun in this one.

\*\*\*\*SUB RAIDERS (DP) \$26.95 \$22.95 An authentic hi-res WWII submarine combat simulator. Here it is, the one you've been waiting for! The hottest new game for the ADAM has arrived. Sub Raiders is more than a game, it's an authentic high resolution World War II submarine combat Simulator Actual 3-D perspective. Brilliant real-time animated graphics. Five different skill levels. Enemy and allied positions continuously calculated and updated. Enemy commanders will actually analyze and react to various combat situations. Five different classes of enemy warships. Magnified and normal-view patrol area quadrant screens. Forward periscope control room view. Fully Functional radar screen. Cross-section damage report screen. Includes islands, sand bars, depth charges, torpedoes, diesel or electric power and amazing sound effects. Patrol missions can keep you busy for hours. Auto-loading DP. Jam-packed with excitement. Perhaps the best game ever seen for the ADAM.

PRO-GOLF CHAMP (DP/D) \$14.95 This is the most realistic golf we have seen for the Adam. Great graphics (even the golf ball gives a shadow in motion), sound, movement, hazards, angles and wind diagrams, clubs - pick and learn about distance, so much more. From beginner to expert will sharpen skills with this program.

\*\*\*\*LinkBUILDER DP/D\$24.95 Build your own courses for Pro Golf Champ! Use joystick to make them as tough or as easy as you like. Compile course libraries; emulate holes in your favorite golf course. All parameters are user settable: par, tee, green, cup a text window locations. Self-B, Auto-L. Includes building program, formatter for creating hole DP/D's, and original 18 holes to start you off.

\*\*\*\*AFL FOOTBALL DP/D \$14.95 Two player statistically oriented football game. Choose from more than 15 options on offense; 5 on defense. Graphic presentation of field position. Individual/team stats shown at halftime and game end. Run leagues; computer automatically keeps & updates your team's progress. Keep records (most sacks, most passing yardage, etc). Build your own team; play your street team against your favorite pros. Self-B, Auto-L. SuperiorBASIC v3.0 (DP/D) \$19.95 Basic the way it should have been in the first place! Enhancements include a 40 column text mode with working INVERSE and FLASH (original TEXT remains in its entirety), sound and color commands. Also built in; user definable macros! Define any Smartkey to equal any string of BASIC commands! Six commands already defined. All enhancements completely built in; no HELLO prg. Various bugs and shortcomings fixed. Complete with doc & demos. Superior Software

DISK DRIVE ALIGNMENT TESTER (DP/D) \$12.95 Test Adam disk drive, to insure it is working properly.

\*\*\*\*SpellingAID (DP/D) \$29.95 Spelling checker for The Adam computer. Comes with over 1 2,000 words. Add, Modify, Save and Load dictionary files, Check, modify and change words in your files.

\*\*\*\*MisSpeller (DP/D) \$19.95 A complete misspellers dictionary To be used with "SpellingAID", Contains over 15,000 of The most misspelled words, in both SmartWRITER & SpellingAID files. You can load the dictionary files and use them as is or use the SmartWRITER files To create your own custom dictionaries,

\*\*\*\*AUTOBACKUP for SmartDSK (DP/D) \$19.95 2 unique programs To be used SmartDSK for SmartBASIC or DEVICE #2. AUTOLOAD copies The contents of a disk or DP to the ramdisk. AUTOSAVE copies The contents of a ramdisk To a disk or DP. Using AUTOBACKUP make you r ramdisk act almost like a hard drive.

\*\*\*\*SmartDSK for DEVICE 2 (DP/D) \$19.95 A ramdisk program for use with AdamCALC, Flash Card Maker and SmartBASIC 1 & 2, with Adam computer. Uses drive #2 (tape drive #2) and any expander, 64K and larger (AdamCALC required 128K or larger). Files load lightning fast.

SpeedyWRITE (DP/D) \$29.95 The most advanced and complete wordprocessing program, ever develop for the ADAM computer. SpeedyWRITE includes what is included in the SmartWriter program, and continues with more advance features. You can now even see on the screen exactly how it will print out on the printer. You will be able to convert files that you have created between SpeedyWRITE and SmartWriter. The documentation come complete in a large manual. Program accepts CONTROL CODES for different types of printing. There is so much that is new, it would take pages to describe. If you are doing any writing, this is the only word processing program that you will ever need with your ADAM.

SpeedyWRITE 2 (DP/D) \$39.95 All of the above plus many new features. You can also use a dot matrix printer, with this new and updated version.

\*\*\*\*SpeedyWRITE 2 UPDATE (DP/D) \$15.00 To get this update, you must return SpeedyWRITE 1's original manual & (DP or Disk),

\*\*\*\*SpeedyWRITE SPELL (DP/D) \$24.95 Full dictionary with over 10 Thousand words & a full thesaurus with over 5 thousand words. This spell checker runs very fast - it runs in memory. Requires 64K memory, and will only work with SpeedyWRITE 2 at present. NOTE: Shipping approximately Sept. 15, 1988

64K MEMORY EXPANDER - \$69.95 \$49.95 ADAM 64K memory expander with this product, you can expand the memory of ADAM to a full 144k. the 64K card will work with SmartWRITER, ADAM CALC, and ALL other software designed to be used with it.

256K MEMORY EXPANDER \$170  
512K MEMORY EXPANDER \$270

S&H-\$3.00 US  
S&H-\$5.00 CN VISA  
US \$'s only MASTER

M.W. RUTH CO., Dept. ADAUG88  
3100 W. Chapel Ave.  
Cherry Hill, NJ 08002  
(609) 687-2526

FREE CATALOG - We stock what we sell, for FAST DELIVERY

#1 ADAM Users' Group  
P.O. Box 3761  
Cherry Hill, NJ 08002  
CHERRY HILL, NJ

BULK RATE  
U.S. POSTAGE  
PAID  
PERMIT #989

RETURN POSTAGE GUARANTEED