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WELL, NIAD MEMBERS THIS IS THE PREMIERE ISSUE OF OUR NEWSLETTER. I HOPE YOU FIND IT INFORMATIVE AND WORTHWHILE - IF YOU DON'T PLEASE WRITE ME AND OFFER SUGGESTIONS AND IDEAS. AFTERALL THIS IS YOUR NEWSLETTER AND I WANT TO MEET YOUR NEEDS. THE OBJECTIVES OF NIAD ARE TO SUPPORT YOU AS AN ADAM OWNER IN SEVERAL AREAS:

- . SUPPLYING OF ACCURATE INFORMATION
- . AIDING IN THE SELECTION AND USE OF SOFTWARE
- . PROVIDING A FORUM FOR EXCHANGE OF INFORMATION
- . SUPPLYING HARDWARE AND SOFTWARE AT DISCOUNT PRICES
- . RESEARCHING NEW PRODUCTS AND SOLVING PROBLEMS

NIAD WILL ENDEAVOR TO ACCOMPLISH ALL THESE OBJECTIVES FOR YOU, ITS MEMBERS. THIS IS A BIG JOB, BUT I FEEL ITS POSSIBLE WITH GOD'S HELP AND YOUR CONTRIBUTIONS. THE ARTICLES AND SUPPORT OF THE CONTRIBUTORS TO THIS ISSUE ARE EVIDENCE OF THIS. I AM ABOUT A WEEK LATE WITH THIS FIRST ISSUE (THIS WORKED OUT WELL SINCE I RECEIVED CPM 2.2 IN TIME TO INCLUDE A BRIEF REVIEW), I PLAN TO SEND OUT EACH MONTHLY NEWSLETTER BY THE 23RD OF EACH MONTH.

ADDITIONALLY, THE BUYING SERVICE PRODUCT OFFERINGS WILL GROW AND I WILL CONTINUE TO OFFER THEM AT SIGNIFICANT DISCOUNTS EVEN IF THE SUPPLY IS LOW. MY COMMITMENT IS TO PROVIDE YOU ADAM PRODUCTS TO PROMOTE THE SYSTEM, NOT MAKE A FORTUNE !

THE MONTHLY NEWSLETTER WILL BE THE PRIMARY MECHANISM TO PROVIDE THESE SERVICES. PLEASE WRITE ME WITH INDIVIDUAL QUESTIONS, PROBLEMS AND INFORMATION/ARTICLES AND ORDERS.. PLEASE KEEP THE PHONE CALLS TO A MINIMUM - YOU CAN ALSO LEAVE ME NOTES ON EMAIL (COMPUSERVE).

I NEED TO EXPLAIN THE NIAD LOGO AND WHAT A "CHRISTIAN RUN BUSINESS" IS. WHAT IT ISN'T IS A PLOY. I'M A BORN AGAIN CHRISTIAN WHO HAS FOUND THE LORD JESUS CHRIST AS MY PERSONAL SAVIOUR. THIS MEANS THAT JESUS AND THE PRINCIPLES EXPRESSED IN THE BIBLE ARE AT THE BASIS OF EVERYTHING I DO - INCLUDING NIAD. YOU MAY ASK "SO WHAT, HOW WILL THIS AFFECT MY BEING A MEMBER OF NIAD ?"

WELL, YOU CAN EXPECT TWO THINGS: FIRST, IS THAT YOU CAN EXPECT ME TO SHARE THE WONDERFUL NEWS I HAVE WITH YOU (IN A NON OFFENSIVE WAY) AND SECOND, YOU CAN EXPECT ME TO PUT FORTH MY BEST AND HONEST EFFORT TO SERVE YOU VIA THE OBJECTIVES OF NIAD).

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COLECO, ADAM, COLECOVISION, SMARTWRITER, ADAMCALC, SMARTFILER, SMARTBASIC, CPM 2.2, SMARTLOGO, SUPER ZAXXON, DRAGON'S LAIR ARE ALL TRADEMARKS OF COLECO INDUSTRIES, INC.

" FOR GOD SO LOVED THE WORLD THAT HE GAVE HIS ONE AND ONLY SON, THAT WHOEVER BELIEVES IN HIM SHALL NOT PERISH BUT HAVE ETERNAL LIFE. FOR GOD DID NOT SEND HIS SON INTO THE WORLD TO CONDEMN THE WORLD, BUT TO SAVE THE WORLD THROUGH HIM. WHOEVER BELIEVES IN HIM IS NOT CONDEMNED, BUT WHOEVER DOES NOT BELIEVE STANDS CONDEMNED ALREADY BECAUSE HE NOT BELIEVED IN THE NAME OF GOD'ONE AND ONLY SON.....JOHN 3:16-18

"PRELIMINARY RESULTS INDICATE THAT SALES FOR 1984 WERE MORE THAN \$800 MILLION. TOYS REPRESENTED MORE THAN 80% OF THIS TOTAL. CABBAGE PATCH PRODUCTS WERE \$500 MILLION. RETAIL SALES OF ADAM INCREASED SIGNIFICANTLY AS A RESULT OF PRICE REDUCTIONS AND PROMOTIONAL PROGRAMS. NEVERTHELESS, CURRENT UNSTABLE CONDITIONS IN THE HOME COMPUTER MARKET ARE REQUIRING US TO SELL OUR ADAM INVENTORY AT PRICES BELOW COST. THESE INDUSTRY PROBLEMS INCLUDING RAPIDLY CHANGING CONSUMER PREFERENCES, FREQUENT TECHNOLOGICAL DEVELOPMENTS, OVERPRODUCTION AND SIGNIFICANT AND CONTINUING PRICE CUTTING HAVE CREATED AN UNUSUALLY VOLATILE BUSINESS ENVIRONMENT WHICH IS LIKELY TO CONTINUE FOR THE NEAR TERM. WITH ATTRACTIVE OPPORTUNITIES AVAILABLE AT PRESENT IN THE TOY SEGMENT OF OUR BUSINESS, WE BELIEVE IT IS NO LONGER IN THE COMPANY'S BEST INTEREST TO CONTINUE TO INCUR THE SIGNIFICANT COSTS AND RISKS TO KEEP ADAM COMPETITIVE.

THE ABOVE ANNOUNCEMENT (PARTIALLY REPRODUCED) OF 1/2 CERTAINLY CAME AS A SHOCK TO US ADAM OWNERS. HOWEVER, WE NEED TO ANALYZE THE FACTS OF THE SITUATION AND MAKE SOME REASONABLE CONCLUSIONS. THE COLECO ANNOUNCEMENT SPECIFICALLY SAID THAT COLECO WAS WITHDRAWING FROM THE HOME COMPUTER MARKET DUE TO THE STIFF COMPETITION AND UNPREDICTABILITY. COLECO THEN SAID THAT THEY WERE SELLING THEIR "CURRENT" INVENTORY OF ADAMS AND WOULD STOP PRODUCTION "AS SOON AS CURRENT COMMITMENTS" WERE FILLED. LETS ANALYZE THESE STATEMENTS: THERE WAS NO DATE GIVEN AS TO WHEN ADAM PRODUCTION WOULD STOP. THE SALE OF INVENTORY WILL CERTAINLY REALIZE A SIGNIFICANT INCOME TO COLECO AND RELIEVE WHAT MUST HAVE BEEN IMMENSE STOCKHOLDER PRESSURE (THE STOCK WENT UP 2 1/2 IMMEDIATELY AFTER THE ANNOUNCEMENT). CUSTOMER SUPPORT WILL CONTINUE AS WELL AS ADAM REPAIR BY HONEYWELL. MORE IMPORTANTLY COLECO HAS SHOWN NEW SOFTWARE FOR THE ADAM (SEE CES HIGHLIGHTS FOR SPECIFICS). MY CONCLUSION FROM THESE STATEMENTS IS THAT COLECO HAS REACTED CORRECTLY TO STOCKHOLDER PRESSURE AND STOPPED THE SPECULATION THAT THE ADAM WOULD DIE. THEY HAVE GOTTEN OUT OF THE HOME COMPUTER MARKET WAR WITH COMMODORE AND ATARI IN WHICH THERE IS VERY LITTLE PROFIT. HOWEVER, COLECO HAS STATED THAT THEY WILL CONTINUE TO DEVELOP AND MARKET SOFTWARE FOR THE ADAM. WHATS ALL THIS MEAN FOR US ADAM OWNERS? FIRSTLY, THE BEST ESTIMATES ARE THAT THERE ARE ABOUT 250,000 ADAM OWNERS OUT THERE NOW AND THAT COLECO HAS ABOUT 100,000 TO 200,000 MORE ADAMS IN STOCK OR IN DISTRIBUTOR/RETAILER INVENTORIES (PER THE WALL STREET JOURNAL). THIS WILL GIVE US AN EXCELLENT BASE WHICH WILL DRAW BOTH SOFTWARE AND HARDWARE SUPPORT FROM OTHER COMPANIES. COLECO HAS KEPT THE TECHNICAL INFORMATION ABOUT THE ADAM TOP SECRET, THIS SHOULD CHANGE AND ONCE THIS INFORMATION GETS OUT TO OTHER ENTERPRISING COMPANIES I THINK WE'LL SEE ALOT OF ACTION RELATIVE TO NEW PRODUCTS. NOTE: COLECO IS NOW RELEASING THIS INFORMATION TO COMPANIES AND USER GROUPS FOR THE ASKING - I JUST RECEIVED THE ADAM TECHNICAL MANUAL, INCLUDING THE OPERATING SYSTEM SOURCE CODE. ADDITIONAL SOFTWARE AND HARDWARE PRODUCTS ARE WHAT KEEP A HOME COMPUTER ALIVE.

ALL IN ALL I THINK WE ADAM OWNERS ARE IN GOOD SHAPE - THE ADAM IS FAR FROM DEAD !!!!!



THANKS TO WILLIAM ITSON FOR HIS REPORTING ON THE CES.

COLECO SHOWED SOME NEW SOFTWARE FOR THE ADAM AT THE CONSUMER ELECTRONICS SHOW IN LAS VEGAS JANUARY 5-8, 85. ALTHOUGH I'M SURE THE SHOW WAS'NT WHAT IT WOULD HAVE BEEN IF THE JAN 2ND ANNOUNCEMENT HADN'T BEEN MADE, THERE WERE SOME GOOD SIGNS. SPECIFICALLY, THAT ALTHOUGH A NUMBER OF COLECO EMPLOYEES WERE LET GO THE SOFTWARE DEVELOPMENT STAFF WAS NOT ELIMINATED AND THAT THERE ARE PLANS FOR THE DEVELOPMENT OF ADDITIONAL SOFTWARE FOR THE ADAM.

SOFTWARE AT THE SHOW INCLUDED:

- . BASIC 2.0 WHICH IS AN ENHANCED VERSION OF THE BASIC YOU RECEIVED WITH YOUR ADAM. ENHANCED FUNCTIONS INCLUDE ACCESS TO THE SOUND GENERATOR FROM BASIC PROGRAMS, THE USE OF "SPRITES" WHICH WILL ALLOW THE PROGRAMMING OF DETAILED GRAPHICS AND THE USE OF THE 64K MEMORY EXPANSION MODULE. I'LL HAVE MORE ON THIS IN FUTURE ISSUES. THERE IS NO SPECIFIC DATE FOR THE RELEASE OF BASIC 2.0.

- . CPM 2.2 WHICH WILL OPEN UP THE ADAM TO A WEALTH OF PUBLIC DOMAIN (FREE) SOFTWARE PROGRAMS. CPM IS THE MOST COMMON OPERATING SYSTEM FOR 8 BIT COMPUTERS. LITERALLY THOUSANDS OF PROGRAMS HAVE BEEN WRITTEN FOR CPM SYSTEMS. THESE PROGRAMS, WITH A LITTLE MODIFICATION CAN BE RUN ON THE ADAM. THIS PROGRAM MIGHT HAVE SAVED THE ADAM HAD IT COME OUT 9 MONTHES AGO. AN ASSEMBLER IS ALSO INCLUDED WITH CPM 2.2 WHICH WILL ALLOW PROGRAMMERS TO DEVELOP ASSEMBLER PROGRAMS FOR THE ADAM WHICH WILL ALSO EXPAND ITS UTILITY. SEE THE CPM WORKSHOP IN THIS ISSUE FOR MORE INFORMATION.

- . UTILITY PACK WHICH PROVIDE CAPABILITIES TO COPY DDPs AND DISKS (BACKUPS), TRANSFER PROGRAMS, CONSOLIDATE FILES TO CONSERVE SPACE AND EDIT DIRECTORIES. THIS WILL BE A MUST FOR ALL ADAM OWNERS.

- . GAMES (MOST DDP AND DISK) INCLUDED - THE BEST OF BRODERBUND: AE & CHOPLIFTER; 2010: THE TEXT ADVENTURE GAME; THE BEST OF ELECTRONIC ARTS: HARD HAT MACK AND PINBALL CONSTRUCTION SET; FAMILY FEUD; JEOPARDY; THE BERENSTEIN BEARS; RETURN TO THE SPOOKY OLD TREE; MATH QUEST; CABBAGE PATCH KIDS WORKOUT.

- . GAMES (CARTRIDGE) - ROOTBEER TAPPER; ILLUSIONS; SPY HUNTER; BC'S QUEST FOR TIRES II; GROG'S REVENGE.

NOW, THAT IS A PRETTY GOOD LIST OF SOFTWARE JUST FROM COLECO. I'M SURE THAT 3RD PARTY VENDORS WILL BE COMING OUT WITH A WEALTH OF SOFTWARE IN THE NEAR FUTURE.

UPDATES

- . CPM 2.2 BEGIN SHIPPING THE WEEK OF 1/21/85 IN LIMITED QUANTITIES! IT SHOULD BE SHOWING UP IN SOME RETAIL OUTLETS AT THIS WRITING. NIAD WILL HAVE CPM AT THE \$ 62.95 PRICE.

- . THE ADVANCED TELECOMMUNICATIONS SOFTWARE WHICH WILL PROVIDE THE CAPABILITY TO UPLOAD AND DOWNLOAD PROGRAMS/FILES WILL BE AVAILABLE IN MID-MARCH/85. CURRENT OWNERS OF ADAMLINK SHOULD CALL THE 800 # TO OBTAIN A COUPON WHICH WILL ALLOW THE PURCHASE OF THIS "UPGRADE" FOR \$9.00.

- . OTHER PROGRAMS TO BE RELEASED BY MID-MARCH INCLUDE MATH QUEST, FAMILY FEUD AND JEOPARDY.

- . 2010: THE GRAPHICS ACTION GAME WILL BE RELEASED BY MID-FEBRUARY.

CPM 2.2 UPDATE - WESTICO HAS CONVERTED SEVERAL PROGRAMS TO RUN UNDER ADAM CPM 2.2. I WILL BE REVIEWING SOME OF THESE FOR NEXT MONTHS NEWSLETTER.

THERE HAS BEEN A LOT OF CONCERN ABOUT THE AVAILABILITY OF ADAM HARDWARE ACCESSORIES AND SOFTWARE DUE TO THE RECENT SALE OF THIS INVENTORY TO "A MAJOR RETAILER - (REVCO)". THE FACTS ARE THAT REVCO WILL BEGIN THE SALE OF ADAM HARDWARE/SOFTWARE ON MARCH 1, 1985. THE CURRENT RETAILERS AND DISTRIBUTORS OF ADAM ARE IN A HOLDING PATTERN UNTIL CONTRACTS ARE SETTLED WITH REVCO. COLECO WILL CONTINUE TO SELL ALL ADAM PRODUCTS DIRECTLY OUT OF WEST HARTFORD AT RETAIL PRICES. THE REAL QUESTION IS WHAT PRICE CHANGES MIGHT OCCUR AFTER MARCH 1ST. THIS IS VERY HARD TO SPECULATE - MY PERSONAL OPINION IS THAT THE COMPLETE ADAM SYSTEM ITSELF WILL SETTLE AT THE \$325 - \$350 LEVEL. THE DISK DRIVE MAY DROP SOMEWHAT, DEPENDING ON SUPPLY (COLECO WILL PROBABLY CONTINUE PRODUCING THESE). SOFTWARE PRICES ARE HARD TO PREDICT, BUT I CAN'T SEE THEM COMING DOWN MUCH IF AT ALL SINCE THEY ARE ALREADY SO LOW AND DEMAND IS RELATIVELY HIGH (ESPECIALLY ON THE NEW ITEMS). WE'LL JUST HAVE TO WAIT AND SEE WHAT HAPPENS HERE. MY CONTACT AT COLECO IS VERY HELPFUL AND WILL PROVIDE ME INFORMATION AS IT BECOMES AVAILABLE.

I DON'T KNOW WHAT'S HAPPENING AT COMPUSERVE, BUT OUR "ADAM MEETING PLACE" (FAM-200) WAS CLOSED DOWN FOR A FEW DAYS. ITS BACK NOW, BUT I'M NOT SURE FOR HOW LONG. MARGARET CARR HAS BEEN WORKING HARD FOR US TO GET OUR OWN ADAM SIG ON COMPUSERVE WHICH WE SHOULD HAVE SOON. THANKS MARGARET FOR ALL YOUR WORK FOR US ADAMITES! NOTE: PCS-47 IS A CPM SIG, THEY HAVE INDICATED TO ME THEY WOULD BE HAPPY TO HAVE US IF WE HAVE NO OTHER PLACE TO MEET AND EXCHANGE INFORMATION.

BASIC WORKSHOP

KEYBOARD SCAN/CLEAR BY W. HOTEL

IN CONVERTING APPLE BASIC CODE TO SMARTBASIC, SOME PROBLEMS ARISE WITH THE APPLE PEEK AND POKE ADDRESSES. THE FOLLOWING SHOWS THE EQUIVALENT CODE FOR READING AND CLEARING THE LAST KEYBOARD ENTRY.

THE APPLE COMMANDS ARE USUALLY
 PEEK - 16384 READ LAST KEYBOARD ENTRY
 POKE - 16388,0 CLEAR LAST ENTRY
 THE PEEK GETS THE ASCII VALUE OF THE LAST KEY PRESSED. THE POKE IS USED TO SET THE BYTE BACK TO AN ASCII VALUE OF 0. THIS IS NEEDED SO THAT YOU CAN TELL IF THE SAME KEY WAS PRESSED AGAIN. OTHERWISE YOU COULDN'T TELL IF IT WAS OR IF THE VALUE WAS JUST LEFT OVER.

ON THE ADAM, THE LAST KEYBOARD ENTRY VALUE IS AT ADDRESS 64885. THIS IS SIMPLE TO GET AT VIA A PEEK. THE PROBLEM IS GETTING A 0 VALUE INTO 64885. A POKE WON'T WORK SINCE THIS IS ABOVE THE RANGE OF ADDRESSES A POKE CAN WORK WITH. WHAT WE USE IS A SMALL 4 INSTRUCTION MACHINE LANGUAGE ROUTINE.

```
LD H,IMM
LD L,IMM
LD (HL),IMM
RET
```

THE 3RD INSTRUCTION LD (HL),IMM WILL LOAD THE IMMEDIATE VALUE INTO THE BYTE REPRESENTED BY THE CONTENTS OF THE H AND L REGISTER. H HAVING THE HIGH PART AND L THE LOW PART. THE FIRST 2 INSTRUCTIONS LOAD THE RESPECTIVE REGISTERS WITH THESE TWO PARTS.

TO BREAK DOWN OUR ADDRESS OF 64885 INTO THE 2 PARTS

```
64885/256 = 253.457 (H REG = 253)
64885 - (253*256) = 117 (L REG = 117)
THE ADDRESS REPRESENTED BY HL IS (H) * 256 + (L)
(253) * 256 + 117 = 64885
```

THE MACHINE LANGUAGE ROUTINE IS (IN DECIMAL):

```
38 OPCODE FOR LD H
253 AND IMM. VALUE
46 OPCODE FOR LD L
117 AND IMM. VALUE
54 OPCODE FOR LD (HL)
0 AND IMM. VALUE (0)
201 RETURN
```

LOOKING AT THE SAMPLE PROGRAM, YOU CAN SEE I POKE THESE 7 VALUES INTO ADDRESSES 30000 THRU 30007. WHENEVER A CALL IS MADE TO ADDRESS 30000, THESE

INSTRUCTIONS ARE EXECUTED AND RETURN GOES BACK TO THE BASIC STATEMENT AFTER THE CALL. NOTE, THESE POKE INTO ADDRESS 64885, A VALUE OF 0. YOU CAN USE THE SAME INSTRUCTIONS TO POKE ANY VALUE INTO ANY ADDRESS. JUST CHANGE THE IMM. VALUES FOR THE H AND L AND/OR THE IMM. VALUE TO BE PUT INTO THAT ADDRESS. BE CAREFUL WHAT ADDRESSES YOU CHANGE. YOU WON'T BREAK THE SYSTEM, BUT YOU MIGHT CHANGE PART OF THE OPERATING SYSTEM WHICH WILL REQUIRE YOU TO RESET THE SYSTEM. ALSO, SINCE THIS IS BASIC, THE VALUES ARE THE DECIMAL EQUIVALENTS OF THE ACTUAL STORED HEXIDECIMAL VALUE.

THE FOLLOWING IS A BRIEF DESCRIPTION OF THE SAMPLE PROGRAM.

```
LINE 1 - 8: ML LOAD AND INITIALIZE
LINE 10 - 12: LORRES INITIALIZE, BLUE DOT AT 20,20
LINE 22: K + ASCII VALUE OF LAST KEY PRESSED
- IF 0 (NOTHING YET), LOOP BACK
LINE 23: ML CALL TO RESET 64885 TO 0
LINE 25 - 35 VARIOUS CHECKS ON ASCII VALUE IN K
- 128 IS HOME KEY
- 160 - 163 IS U,L,D,R ARROWS
- 48 - 57 IS 0 - 9 KEYS
LINE 40 - 50 REPLOT THE DOT
```

THIS PROGRAM BASICALLY ALLOWS YOU TO DRAW A LORRES LINE AROUND THE SCREEN USING THE ARROW KEYS. THE HOME KEY, REINITIATES THE SCREEN. THE 0 - 9 CHANGE THE COLOR. NOTE THAT 0 IS BLACK WHICH WILL EITHER BE INVISIBLE OR ERASE A PREVIOUS COLORED SPOT. ANY OTHER KEYS ARE IGNORED. TO END, JUST DO A CONTROL-C.

```
1REM KEYBOARD SCAN/CLEAR
2REM BY W. HOTEL
5LOMEM:30100
6S=30000
7DATA 38,253,46,117,54,0,201
8FOR A=0 TO 6:READ V:POKE S+A, V:NEXT A:CALL S
10GR:COLOR=2
12X=20:Y=20:PLOT X,Y
20REM GET LAST KEY AND CLEAR IT
22K=PEEK(64885):IF K=0 THEN 22
23CALL S
25IF K>47 AND K<53 THEN COLOR=VAL(CHRS(K)):GOTO 20:REM
CHANGE COLOR 0 THRU 9
26IF K=128 GOTO 10
30IF K<160 OR K>163 GOTO 20
32IF K=160 THEN Y=Y-1:GOTO 40
33IF K=162 THEN Y=Y+1:GOTO 40
34IF K=161 THEN X=X+1:GOTO 40
35IF K=163 THEN X=X-1:GOTO 40
40IF X<0 THEN X=0:GOTO 50
41IF Y<0 THEN Y=0:GOTO 50
43IF X>39 THEN X=39:GOTO 50
44IF Y>39 THEN Y=39:GOTO 50
50PLOT X,Y:GOTO 20
```

ADAM™ SmartBASIC™

THE FOLLOWING PROGRAM WILL CHANGE THE BACKGROUND COLOR IN SMARTBASIC FROM THE STANDARD BLACK. LETTERS WILL STILL BE WHITE:

```
100 TEXT
200 PRINT "COLOR CODES: "
205 PRINT "1- BLACK 2- MEDIUM GREEN"
210 PRINT "3- LIGHT GREEN 4- DARK BLUE"
215 PRINT "5- LIGHT BLUE 6- DARK RED"
217 PRINT "7- CYAN 8- MED RED"
220 PRINT "9- LIGHT RED 10 DARK YELLOW"
222 PRINT "11 LIGHT YELLOW 12- DARK GREEN"
225 13- MAGENTA 14- GRAY"
230 PRINT "WHITE-0 - STOP"
240 PRINT:INPUT " BACKGROUND COLOR DESIRED: ";BK
245 IF BK>15 THEN 100
250 IF BK<=0 THEN END
255 POKE 17059,BK:TEXT
260 END
```

THIS PROGRAM WILL "SING" A THREE VOICE CANON. IT DISPLAYS THE COMPREHENSIVENESS OF ADAM'S SOUND CAPABILITIES.

```

1 REM THREE VOICE CANON ADAPTED BY W. MOTEL
5 LOMEM: 29000
10 TEXT
20 PRINT " THIS PLAYS A 3 VOICE CANON"
30 PRINT " TO STOP, HIT ANY CONTROLLER"
40 PRINT KEYPAD BUTTON"
900 GOSUB 16700:TRUE%=1
910 DURATION=2:REM ALTER AS NEEDED
1000 L1%=3:P1%=F(FN M(N/4))
1010 L2%=15-14*(V>31): P2%=1.5*F(FN M(N/2))
1020 L3%=15-15*(V>63):P3%=2*F(FN M(N))
1030 PITCH%= P1%:LOUD%=1%:RE%=0:GOSUB 6000
1040 PITCH%= P2%:LOUD%=12%:RE%=32:GOSUB 6000
1050 PITCH%= P3%:LOUD%=L3%:RE%=64:GOSUB 6000
1060 N=N+1:32*(N>31)
1070 V=V+1
1080 GOSUB 6100
1085 IF PDL(13) <> 15 THEN GOSUB 6120:STOP
1090 GOTO 1000
2880 GOSUB 6100
2990 RETURN
6000REM PLAY NOTE OR SOUND
6005 PITCH%=MHERTZ/(32*PITCH%)
6010 SECOND%=PITCH%/16
6020 FIRST %=-128+REGISTER%+(PITCH%-SECOND%*16)
6025 POKE CHIP%, 144+RE%+LOUD%:CALL SOUND%
6030 POKE CHIP%, FIRST%:CALL SOUND%
6040 POKE SHIP%, SECOND%:CALL SOUND%
6050 RETURN
6100 FOR DELAY=1 TO DURATION*TEMPO:NEST DELAY
6110 RETURN
6120 POKE CH%,159: CALL SO%
6130 POKE CH%,191: CALL SO%
6140 POKE CH%,223: CALL SO%
6300 RETURN
6750 MHERTZ=3597000
16700 REM INITIALIZE SOUND VALUES
16710 DATA 58,102,109,211,255,201
16720 LOUD%=144:QUIET%=159:REM ADJUST AS DESIRED
16730 SOUND%=28000
16740 CHIP%=28006
16750 MHERTZ=3597000
16760 TEMPO=20: REM ADJUST AS NECESSARY BASED ON SONG
16800 REM LOAD Z-30 MICRO CODE
16810 FOR ADDRESS= SOUND% TO SOUND%+5
16820 READ BYTE%
16830 POKE ADDRESS, BYTE%
16840 NEXT ADDRESS
16900 DIM F(7)
16910 DATA 0,0,262,196,220,165,175,131,175,196
16920 READ N, V,
F(0),F(1),F(2),F(3),F(4),F(5),F(6),F(7)
16930 DEF FN M(X)=INT(X)-8*INT(X/8)
16990 RETURN
16910 TO 0,0,277,294,277,233,277,294,277,233. ALSO
CHANGE 910 TO 1 AND 16760 TO 1

```

ADAMCALC WORKSHOP

PLEASE NOTE THAT ALL MODELS WHERE LINES ARE TO BE INSERTED SHOULD USE THE INSERT AND DELETE ROW COMMANDS. DO NOT USE THE MOVE COMMAND TO CREATE NEW ROWS, AS THIS WILL MESS UP THE CALCULATIONS. ALSO, USING WINDOWS MAY COME IN HANDY IF YOU ARE MAKING MANY UPDATES AT A TIME. SIMPLY CREATE A SEPARATE WINDOW TO SHOW THE TOTAL WHILE YOU ARE UPDATING IN THE OTHER WINDOW.

CIS LOG BY B. WALLIS

THIS MODEL CAN BE USED TO KEEP TRACK OF YOUR COMPUERVE INFORMATION SERVICE TIME. I USE IT TO CHECK THE ACCURACY OF MY BILL EVERY MONTH (AND TO MAKE SURE I DON'T SPEND MYSELF INTO AN EARLY GRAVE). IF USED FOR THIS PURPOSE IT SEEMS BEST TO USE A SEPARATE FILE FOR EACH MONTH (E.G., JAN85 LOG).

SIMPLY POSITION THE CURSOR TO THE BOTTOM UNDERLINE AND INSERT A LINE. FILL IN THE INFORMATION FOR THAT LINE (YOU CAN EVEN INCLUDE COMMENTS IN COLUMN 8). THERE IS NO NEED TO FILL IN ENTRIES WITH ZEROES IF THERE ARE NO VALUES TO GO THERE.

YOU CAN CUSTOMIZE THIS SPREADSHEET IN MANY WAYS.

- 1) IF YOU ONLY USE COMPUERVE DURING NON-PRIME TIME, YOU CAN DELETE COLUMNS 5 THRU 7.
- 2) IF YOU WANT TO ADD MORE RATES SIMPLY OPEN UP THREE COLUMNS AND COPY COLUMNS 2 THRU 5 TO THEM AND CHANGE THE RATE IN ROW 4; ADAM WILL TAKE CARE OF THE FORMATTING FOR YOU.

3) TO CHANGE AN EXISTING RATE SIMPLY CHANGE THE APPROPRIATE VALUE IN LINE 4. PLEASE NOTE, THIS WILL IMMEDIATELY CHANGE THE TOTALS AT THE BOTTOM OF THE SHEET.

```

#1,1,<T,1985
#1,2,<T,COMPUER
#1,3,<T,VE C
#1,4,<T,C
#1,5,<T,HARGES
#2,1,>T,=====
#2,2,<T,-----
#2,3,<T,====
#2,4,<T,=
#2,5,<T,-----
#3,2,>T,RATE
#3,5,>T,RATE
#3,6,>T,
#3,7,>T,
#4,2,>M,6.25
#4,5,>M,12.75
#5,1,<T,DATE
#5,2,>T,HOURS:
#5,3,>T,MIN
#5,5,>T,HOURS:
#5,6,>T,MIN
#5,7,>T,
#5,8,<T,COMMENTS
#6,1,<T,-----
#6,2,<T,-----
#6,3,>T,----
#6,4,>T,-
#6,5,<T,-----
#6,6,>T,----
#6,7,>T,-
#6,8,>T,-----
#7,1,<T,-----
#7,2,<T,-----
#7,3,>T,----
#7,4,>T,-
#7,5,<T,-----
#7,6,>T,----
#7,7,<T,-
#7,8,>T,-----
#8,2,>D,SUM([6,2:R-2,C]) + INT(SUM([6,3:R-2,C+1])/60)
#8,3,>D,(SUM([6,3:R-2,C])/60 -
INT(SUM([6,3:R-2,C])/60)) * 60
#8,5,>D,SUM([6,5:R-2,C]) + INT(SUM([6,6:R-2,C+1])/60)
#8,6,>D,(SUM([6,6:R-2,C])/60 -
INT(SUM([6,6:R-2,C])/60)) * 60
#9,2,>T,-----
#9,3,>T,----
#9,5,>T,-----
#9,6,>T,----
#10,2,>M,([R-2,C] + [R-2,C+1] / 60) * [4,2]
#10,5,>M,([R-2,C] + [R-2,C+1] / 60) * [4,5]
#11,5,>T,-----
#12,2,>T,GRAND T
#12,3,>T,OTA
#12,4,<T,L
#12,5,>M,[R-2,C-3] + [R-2,C]
#13,5,>T,=====
>.W
0:8
1:5
2:8
3:3
4:1
5:8
6:3
7:1
8:30

```

ADAMCALC WORKSHOP

MONTHLY BUDGET BY W. MOTEL

I HAVE BUILT A SPREADSHEET FOR A MONTHLY LIST OF EXPENSES/SALARY BY DAY. THIS REPLACES A COMMERCIALY AVAILABLE BOOK I NORMALLY BUY. THIS HAS 37 ROWS BY 41 COLUMNS. THE 37 ROWS ARE THE 31 DAYS. A TOTAL ROW (\$ FOR EACH EXPENSE), AND A ROW FOR TOTAL BALANCE LEFT. THE 41 COLUMNS ARE SALARY, 25 EXPENSES, AND TOTAL FOR EACH DAY. THE REMAINING ROWS AND COLUMNS ARE USED FOR DESCRIPTIVE TEXT AND REPORT DESIGN. THIS LEAVES ME WITH ENOUGH ACTIVE CELLS TO FILL IN APPROXIMATELY 175 EXPENSES. MORE THAN ENOUGH FOR MY NEEDS (THIS AVERAGES TO 6 EXPENSES PER DAY)

#1.1<T;XXX
#1.2>D;85 SALARY
#1.3<T;|
#1.4<T;FOOD
#1.5<T;NON-FOOD
#1.6<T;TOB-LIQ
#1.7<T;OUT-MEALS
#1.8<T;|
#1.9<T;HOUSEHOLD
#1.10<T;REPAIRS
#1.11<T;SUNDRIES
#1.12<T;|
#1.13<T;CLOTHES
#1.14<T;CLEANING
#1.15<T;|
#1.16<T;FARES
#1.17<T;CAR-PAY
#1.18<T;EXP-INS
#1.19<T;|
#1.20<T;|
#1.21<T;RENT
#1.22<T;INTEREST
#1.23<T;TAXES
#1.24<T;UTILITY
#1.25<T;|
#1.26<T;|
#1.27<T;SAVINGS
#1.28<T;EDUCATE
#1.29<T;GIFTS-XMAS
#1.30<T;CHRCH-CONT
#1.31<T;ENTERTAIN
#1.32<T;MAG-BOOKS
#1.33<T;|

#1.34<T;MEDICAL
#1.35<T;INSURANCE
#1.36<T;|
#1.37<T;MISC
#1.38<T;|
#1.39<T;|
#1.40<T;TOTAL
#1.41>T;|
#2.3>T;|
#2.8>T;|
#2.12>T;|
#2.15>T;|
#2.20>T;|
#2.26>T;|
#2.33>T;|
#2.39>T;|
#2.41>T;|
#3.1>W;1
#3.3>T;|
#3.8>T;|
#3.12>T;|
#3.15>T;|
#3.20>T;|
#3.26>T;|
#3.33>T;|
#3.39>T;|
#3.40>D;SUM([R,4:R,37])
#3.41>W;1
#4.1>W;2
#4.3>T;|
#4.8>T;|
#4.12>T;|
#4.15>T;|
#4.20>T;|
#4.26>T;|
#4.33>T;|
#4.39>T;|
#4.40>D;SUM([R,4:R,37])

ETC. FOR EACH ROW/COLUMN.

TAXFORM BY W. MOTEL

#2.1<T;ADJ GI L33
#2.3>D;[10,6]
#2.5<T;6E. EXMP
#2.6>W;0
#3.1<T;|
#3.5<T;7. WAGES
#3.6>D;0
#4.1<T;MEDICINE
#4.3>T;*****
#4.5<T;8. INTERST
#4.6>D;0
#5.1<T;1. DRUGS
#5.3>D;0
#5.5<T;10. STAX RFND
#5.6>D;0
#6.1<T;2A. INS.
#6.3>D;0

#6.5<T;23. 7#22
#6.6>D;SUM([3,6:5,6])
#7.1<T;2B. TRANS
#7.3>D;0
#7.5<T;|
#7.6>D;0
#8.1<T;2C. OTHER
#8.3>D;0
#8.5<T;32. AGI
#8.6>D;0 [6,6]
#9.1<T;3. 1#2C
#9.3>D;SUM([R-4,C:R-1,C])
#9.5<T;|
#9.6>D;0
#10.1<T;4. 5% AGI
#10.3>D;[2,3]*.05
#10.5<T;33. L32
#10.6>D;[8,6]
#11.1<T;5. 4-3
#11.3>D;IF([10,3]>[9,3];0;[9,3]-[10,3])
#11.5<T;34A SCH A
#11.6>D;[43,3]
#12.1<T;TAXES
#12.3>T;*****
#12.5<T;35. 33-34
#12.6>D;[10,6]-[11,6]
#13.1<T;6. STATE
#13.3>D;0
#13.5<T;36. 6E *1000
#13.6>D;[2,6]*1000
#14.1<T;7. REAL EST
#14.3>D;0
#14.5<T;37. 35-36
#14.6>D;[12,6]-[13,6]
#15.1<T;8A. GEN SLES
#15.3>D;0
#15.5<T;38. TAX
#15.6>D;0
#15.7>T;FILL IN
#16.1<T;8B. AUTO TAX
#16.3>D;0
#16.5<T;40. TOTAL
#16.6>D;[15,6]
#17.1<T;9. OTHER PP
#17.3>D;0
#17.5<T;|
#17.6>D;0
#18.1<T;|
T;10. 6#9
#18.3<D;SUM([13,3:17,3])
#18.5<T;|
#18.6>D;0
#19.1<T;INTEREST
#19.3>T;*****
#19.5<T;|
#19.6>D;0
#20.1<T;11A HOME
#20.3<D;0
#20.5<T;57. WITHHELD
#20.6>D;0
#21.1<T;11B HOME OTH
#21.3<D;0
#21.5<T;64. ABOVE
#21.6>D;[20,6]
#22.1<T;12. CREDIT
#22.3<D;0
#22.5<T;65. OVERPAID
#22.6>D;[21,6]-[16,6]
#23.1<T;13. OTHER
#23.3<D;0
#23.5<T;|
#23.6>D;0
#24.1<T;|
#24.6>D;0
#25.1<T;14. 11A#13
#25.3<D;SUM([20,3:23,3])
#26.1<T;CONTRIB
#26.3>T;*****
#27.1<T;15A CASH<3000
#27.3<D;0
#28.1<T;15B CASH>3000
#28.3<D;0
#29.1<T;16. OTHER
#29.3<D;0
#30.1<T;17. CARRYOVER
#30.3<D;0
#31.1<T;18. 15A#17
#31.3<D;SUM([27,3:30,3])

```

A32.1;<T;CAS. LOSS
A32.3;>T;*****
A33.1;<T;19. LOSSES
A33.3;<D;
A34.1;<T;MISC.
A34.3;>T;*****
A35.1;<T;20. DUES
A35.3;<D;
A36.1;<T;21. TAX FEE
A36.3;<D;
A37.1;<T;22. OTHER
A37.3;<D;
A38.1;<T;23. 20#22
A38.3;<D;SUM([35,3:37,3])
A39.1;<T;SUMMARY
A39.3;>T;*****
A40.1;<T;24. 5,10,14,18,19,23
A41.1;<T; 18,19,23
A41.3;<D;[11,3]+[18,3]+[25,3]+[31,3]+[33,3]+[38,3]
A42.1;<T;25. BOX 2 X'D
A42.3;>D;0
A43.1;<T;26. 24-25
A43.3;>D;[41,3]-[42,3]
A44.1;<T;
>,M
0:12
2:2
4:4

```

LOGO WORKSHOP

THE LOGO LINK BY BARRY WALLIS

"IF ARCHITECTS BUILT BUILDINGS THE WAY PROGRAMMERS WRITE PROGRAMS, THE FIRST WOODPECKER TO COME ALONG WOULD DESTROY CIVILIZATION" - WEINBERG'S LAW

WELL, AFTER TRADING IN FOUR ADAM'S TO COLECO, THEY FINALLY SENT ME ONE THAT WORKS (IF YOU CALL SPACING AN EXTRA HALF LINE FOR EVERY BLANK LINE WORKING). SINCE I HAVE BEEN A PROFESSIONAL COMPUTER PROGRAMMER FOR OVER TEN YEARS, I THOUGHT I WOULD HAVE NO PROBLEM WRITING PROGRAMS IN SMARTBASIC. FOR THE MOST PART THIS WAS TRUE, BUT I COULDN'T GET ANY REAL FILE HANDLING DONE WITH ANY CONSISTENCY AND LIMITING VARIABLE NAMES TO TWO CHARACTERS SEEMED ARCHAIC (MY TS1000 COULD DO BETTER THAN THAT). SO, I GAVE UP AND LEFT SMARTBASIC ALONE FOR AWHILE.

A SHORT WHILE LATER, COLECO CAME OUT WITH SMARTLOGO. AFTER MY BOUT WITH THE ADAM'S HARDWARE AND SOFTWARE, I WASN'T SURE I WANTED TO TAKE A CHANCE ON IT. BUT I FINALLY DID, AND BELIEVE ME, IT WAS THE BEST INVESTMENT I COULD HAVE MADE FOR MY ADAM. THE MANUAL IS SUPERB, THE LANGUAGE RICH YET COMPACT, AND IT EVEN HAS INTERACTIVE TUTORIALS.

IN ORDER TO PROGRAM IN ANY LANGUAGE EFFECTIVELY, YOU SHOULD BUILD UP A STOREHOUSE OF TOOLS IN THE LANGUAGE. THIS COLUMN WILL BE DEVOTED TO SHARING TOOLS AND TECHNIQUES WHICH MAKE PROGRAMMING IN LOGO EASIER. TO THAT END, I HAVE BEGUN TO DEVELOP A "LOGO TOOLS DISK". THIS DISK WILL BE CONSTANTLY UPDATED WITH THE LATEST LOGO PROCEDURES WHICH ARE GENERAL ENOUGH TO BE CALLED TOOLS. IT'S VERY SIMPLE TO GET A COPY OF THE DISK, JUST SEND ME A DISK WITH AT LEAST ONE NEW TOOL ON IT AND A SELF-ADDRESSED STAMPED MAILER AND I WILL RETURN YOUR DISK WITH THE CURRENT CONTENTS OF THE COMPLETE LIBRARY. BE SURE TO INCLUDE ANY DOCUMENTATION NECESSARY FOR USING THE TOOLS IN A SMARTWRITER FILE CALLED READ_ME.

CURRENTLY, THERE ARE TWO TOOLS ON THE DISK. MENU, A SET OF PROCEDURES FOR DISPLAYING A MENU AND LETTING THE USER PICK AN ITEM USING THE ARROW KEYS AND COMPILER, A SET OF PROCEDURES WHICH TAKES A SET OF LOGO PROCEDURES AND PUTS THEM IN A DISK FILE IN A FORMAT THAT WHEN LOADED WILL NOT DISPLAY THE "... DEFINED" MESSAGES.

NEXT MONTH, I WILL EXPLAIN HOW MENU WORKS AND TALK ABOUT A SPECIAL TECHNIQUE FOR WRITING PROCEDURES WHICH OUTPUT LISTS. IF YOU HAVE ANY QUESTIONS OR WANT TO SEE A SPECIFIC TOPIC COVERED IN DEPTH, YOU CAN SEND ME E-MAIL VIA COMPUSERVE (USER ID 74726,500) OR WRITE ME AT:
 BARRY WALLIS
 2140 BESSANT STREET
 SAN BERNARDINO, CA 92404

SMARTLOGO VIDEO TITLES

BY KIP H. HAMMOND

TAKE HEART, LOGO FANS, THIS IS GOING TO BE THE FIRST ARTICLE YOU HAVE READ ABOUT LOGO THAT WILL NOT TEACH YOU HOW TO MAKE A SQUARE! INSTEAD, WE ARE GOING TO ASSUME YOU HAVE AT LEAST READ THE FIRST FEW PAGES OF YOUR SMARTLOGO BOOK, AND MOVE ON TO SOMETHING USEFUL.

AS WELL AS BEING AN ADAM BUFF, I ALSO ENJOY VIDEO. TO ADD TITLES TO MY VIDEOTAPES, BOTH PERSONAL AND PROFESSIONAL, SMARTLOGO IS THE PERFECT TOOL. I HAVE PROGRAMMED THE ENTIRE ALPHABET IN TWO DIFFERENT STYLES SO I CAN SIMPLY TYPE THE LETTERS AND THEY APPEAR IN GRAPHIC FORM.

LET'S TRY A SIMPLE TITLE SCREEN. FIRST, LET'S PROGRAM THE LETTERS WE NEED USING EACH LETTER AS THE TITLE OF ITS PROCEDURE. HERE IS "A":

```

TO A
PD FD 50 RT 90 FD 40 RT 90 FD 50
BK 25 LT 90 BK 40
PU SETPOS SE XCOR + 50 YCOR - 25 LT 90
END

```

YOU WILL NOTICE THAT I USUALLY START EACH PROCEDURE WITH A "PD" COMMAND, AND END BY LEAVING THE PEN UP. THIS ALLOWS ME TO POSITION THE TURTLE FREELY BETWEEN GRAPHIC PROCEDURES WITHOUT HAVING TO WORRY ABOUT THE PEN. AFTER YOU HAVE TYPED IN THE ABOVE "A" PROCEDURE AND SAVED IT WITH SMARTKEY VI, JUST TYPE "CS A <RETURN>" AND 'PRESTO', YOU HAVE A GRAPHIC "A" ON THE SCREEN.

NOW, TYPE IN TWO OTHER LETTER PROCEDURES, "D" AND "M".

```

TO D
PD FD 50 RT 90 FD 30
SETPOS SE XCOR + 10 YCOR - 10
RT 90 FD 30 RT 90
SETPOS SE XCOR - 10 YCOR - 10
FD 30 RT 90 PU
SETX XCOR + 50
END
*
TO M
PD FD 50
SETPOS SE XCOR + 20 YCOR - 20
SETPOS SE XCOR + 20 YCOR + 20
BK 50 PU SETX XCOR + 10
END

```

YOU WILL NOTICE THAT WHERE A DIAGONAL LINE IS REQUIRED WITHIN A LETTER, I USE THE COMMAND SETPOS SE. THIS ALLOWS THE TURTLE'S POSITION TO BE SET RELATIVE TO ITS CURRENT POSITION, REGARDLESS OF WHERE IT IS ON THE SCREEN. THIS IS NECESSARY SINCE ABSOLUTE VALUES OF TURTLE POSITION CANNOT BE USED IF WE ARE TO LATER HAVE THE FREEDOM TO PLACE GRAPHICS WHEREVER WE WANT ON THE SCREEN. SETPOS MUST HAVE A LIST AS AN INPUT, BUT, FOR EXAMPLE, SETPOS LXCOR+10 YCOR+10J WILL NOT WORK. TO DO THIS, SETPOS SE XCOR+10 YCOR+10 WILL WORK BECAUSE SE OUTPUTS A LIST. THIS WILL DRAW A DIAGONAL LINE FROM THE TURTLE'S PRESENT POSITION ANYWHERE ON THE SCREEN TO A POSITION 10 GREATER IN X AND Y.

LOGO WORKSHOP

NOW WE HAVE THREE LETTERS PROGRAMED INTO PROCEDURES AND EACH LETTER IS 50 SPACES WIDE. SO, TRY THIS: CS PU SETX -100 A D A M <RETURN>. BE SURE YOU LEAVE A SPACE BETWEEN EACH LETTER OF A D A M SINCE EACH LETTER IS A SEPERATE PROCEDURE. SHAZAM...THERE IS ADAM WRITTEN ON YOUR SCREEN IN LETTERS 50 HI BY 40 WIDE.

NOW LET'S TYPE IN THE PROCEDURE CALLED "ADAM". THIS PROCEDURE LETS US JUST BE ABLE TO TYPE IN "ADAM" AND IT WILL DRAW THE ENTIRE WORD.

```
TO ADAM
A D A M
END
```

NOW LET'S EXTEND THAT TO THE PROCEDURE CALLED "3DADAM". THIS TIME WE WILL ADD THE VARIABLE ":C" SO WE CAN SET THE PEN COLOR FROM OUTSIDE THE PROCEDURE. THE REPEAT LINE IN THIS PROCEDURE DRAWS ADAM 8 TIMES, BUT EACH TIME ONE MORE SPACE TO THE RIGHT AND ONE MORE SPACE DOWN. THIS GIVES US THICK OR 3D EFFECT LETTERS, MUCH MORE INTERESTING THAN SINGLE LINE LETTERS.

```
TO 3DADAM :C
PU HOME SETPC :C
SETPOS [-100 -20]
REPEAT 8 [ADAM SETPOS SE XCOR - 199 YCOR - 1]
END
```

NOW TRY TYPING CS 3DADAM 15 <RETURN>. WOW...PRETTY. HUH? OK...NOW LET'S REALLY JAZZ IT UP BY ADDING ADDITIONAL DECORATIVE GRAPHICS. THIS IS WHERE YOU CAN REALLY LET YOUR IMAGINATION RUN WILD AND HAVE FUN. WE WILL KEEP IT FAIRLY SIMPLE HERE TO SAVE SPACE. FIRST LET'S PUT A BORDER AROUND OUR TITLE.

```
TO BORDER :C
PU SETH 0 SETPOS [-110 -50]
SETPC :C
PD REPEAT 2 [FD 100 RT 90 FD 220 RT 90]
PU SETPOS SE XCOR + 5 YCOR + 5
PD REPEAT 2 [FD 90 RT 90 FD 210 RT 90]
PU BK 3 PD FILL PU HOME
END
```

NOW WE WILL "FILL" INSIDE THE BORDER SO IT CAN BE A DIFFERENT COLOR FROM THE BACKGROUND.

```
TO INSIDE :C
PU HOME SETPC :C PD FILL PU
SETPC 15
END
```

NOW WE WILL PUT A DESIGN TEXTURE INTO THE BACKGROUND OUTSIDE THE BORDER WITH THE "OUTSIDE" PROCEDURE WHICH WILL SHADE THE BACKGROUND.

```
TO OUTSIDE :C
PU HOME SETSH 28 SETPC :C
FD 70 PD SHADE PU
HOME SETSH 36 SETPC 15
END
```

LET'S ADD A LITTLE TUNE TO OUR TITLE. YOU PROBABLY WOULD NOT USE COMPUTER SOUND TO TITLE YOUR VIDEOTAPES, BUT WE WILL DO IT JUST FOR FUN IN THIS ROUTINE.

```
TO FANFARE :T
TOOT 0 261.63 15 :T
TOOT 1 392 15 :T
TOOT 2 500 0 :T / 4
REPEAT 2 [TOOT 2 196 15 :T / 3] TOOT 2 220 15 :T / 4
TOOT 2 196 15 :T / 4
TOOT 0 500 0 :T / 4
TOOT 0 246.94 15 :T / 2
TOOT 1 196 15 :T / 2
TOOT 0 261.63 15 :T
TOOT 1 329.63 15 :T
TOOT 2 392 15 :T
END
```

YOU DON'T WANT A BLINKING CURSOR IN YOUR GRAPHIC TITLES, SO THIS PROCEDURE WILL GET RID OF THE CURSOR.

```
TO NOTYPE
CT NOTYPE
END
```

NOW, PUT THE WHOLE THING TOGETHER IN THE FOLLOWING PROCEDURE, "ADAMDEMO". IF YOU WANT TO CHANGE THE COLOR SCHEME, SIMPLY EDIT THIS PROCEDURE BY CHANGING THE NUMBERS AFTER EACH SUBPROCEDURE TO THE COLORS YOU DESIRE. THERE ARE LITERALLY HUNDREDS OF COMBINATIONS.

```
TO ADAMDEMO
TELL ALL HT CS PU HOME
TELL 0
RECYCLE
BORDER 6
INSIDE 12
3DADAM 15
OUTSIDE 10
SETBG 13
FANFARE 60
NOTYPE
END
```

TRY THIS...REPLACE "NOTYPE" IN THIS PROCEDURE WITH THE PROCEDURE "BACKCOLOR"

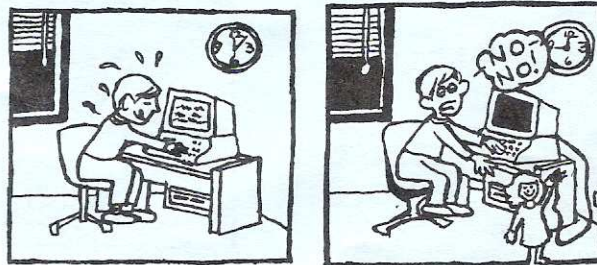
```
TO BACKCOLOR
SETBG BG+1 WAIT 120
BACKCOLOR
END
```

THERE IS LITERALLY ALMOST NO LIMIT TO WHAT YOU CAN DO TO ADD FANCY GRAPHICS, ANIMATED GRAPHICS, DIFFERENT TYPEFACE STYLE GRAPHIC LETTERS, AND COLOR VARIATIONS IN SMARTLOGO. FOR EXAMPLE, AS I SAID EARLIER, I HAVE THE COMPLETE ALPHABET PROGRAMMED IN TWO DIFFERENT TYPE STYLES. WITH THESE I HAVE SPACING PROCEDURES TO DEFINE LETTER POSITION WITH THE INPUT OF NUMBER OF LETTERS AND NUMBER OF LINES.

ONLY ONE DRAWBACK...A COMPLETE ALPHABET PROGRAM USUALLY USES UP THE ENTIRE WORKSPACE OF SMARTLOGO, AND THE 64K MEMORY EXPANSION BOARD DOES NOT INCREASE THE WORKSPACE IN SMARTLOGO. A WAY TO GET AROUND THIS IS TO HAVE YOUR SPACING PROCEDURES, AND EACH LETTER PROCEDURE AS A SEPARATE FILE ON TAPE. THIS WAY YOU CAN LOAD TO THE WORKSPACE ONLY THE LETTERS YOU NEED AND THEREBY SAVE ROOM FOR COMPLETE TITLE AND GRAPHIC PROCEDURES AS ABOVE IN "ADAMDEMO".

TWO MORE IDEAS FOR LETTERS...DRAW A HOLLOW LETTER OUTLINE THEN FILL IT FOR THICKER LETTERS. THEN TRY THIS...DRAW A HOLLOW LETTER OUTLINE, FILL IT, THEN OUTLINE IT AGAIN IN A DIFFERENT PEN COLOR! HAPPY TITLING.

WE WORKED AGAINST ALL ODDS...



by Julie Marschall

SMARTFLER IS A GENERAL PURPOSE DATABASE AND AUTOMATED FILING SYSTEM WHICH CAN BE USED FOR ALMOST ANY APPLICATION. I WILL PROVIDE THE BASIC INFORMATION NEEDED BEFORE YOU SHOULD ATTEMPT TO USE FLER IN THIS ARTICLE AND GO ON IN FUTURE ARTICLES TO SOME SPECIFIC APPLICATIONS. FIRST ONE MUST UNDERSTAND THE TERMINOLOGY USED, WHICH CAN BE VERY CONFUSING IF YOUR NOT FAMILIAR WITH IT. LETS USE THE EXAMPLE OF AN ADDRESS BOOK (IN FACT ADDRESSBOOK/AUTODIALER BY COLECO IS JUST A SPECIFIC APPLICATION OF SMARTFLER).

RECORD - THIS IS THE BASIC UNIT OF FLER. IT IS WHAT YOU ARE TRYING TO "FILE". IN OUR EXAMPLE IT IS THE NAME, ADDRESS AND OTHER INFORMATION FOR EACH PERSON WE WANT TO STORE IN FLER. HENCE, THERE WILL BE A "RECORD" FOR EACH PERSON IN OUR ADDRESS SYSTEM.

FIELD - EACH RECORD IS MADE UP OF SEVERAL DIFFERENT ITEMS OF INFORMATION I.E NAME, STREET, CITY, STATE IN OUR EXAMPLE. EACH OF THESE IS A "FIELD" IN FLER.

FIELDNAME - EACH OF THE FIELDS WE PLAN TO STORE ON FLER MUST HAVE A NAME FOR FLER TO "STORE" IT UNDER. HENCE, "CITY" IS A FIELDNAME AND CHICAGO IS THE ACTUAL FIELD ITSELF.

SEARCH - THERE ARE CERTAIN FIELDS THAT YOU WILL WANT TO IDENTIFY AS "SEARCHABLE". THIS MEANS THAT YOU WANT TO RETRIEVE THE "RECORD" BASED ON THESE SEARCHABLE-FIELDS. IN OUR ADDRESS EXAMPLE WE MIGHT WANT TO MAKE LAST NAME, CITY AND ZIP AS OUR SEARCHABLE FIELDS. THIS MEANS THAT AFTER WE HAVE ALL THE NAMES/ADDRESSES IN OUR FLER DATABASE WE CAN ENTER THE "FIELD" WE WISH TO SEARCH FOR AND FLER WILL DISPLAY THE ENTIRE RECORD BASED ON THIS FIELD I.E. IF ITS TIME TO SEND A BIRTHDAY CARD TO OUR COUSIN JOE, WE CAN ENTER JOE'S LAST NAME INTO FLER AS A SEARCH FIELD AND FLER WILL DISPLAY HIS ENTIRE "RECORD" WHICH WILL GIVE US HIS ADDRESS AND OTHER INFORMATION WE STORED ON HIS RECORD.

OK, THESE ARE THE BASICS YOU NEED BEFORE YOU START. THE FIRST THING YOU NEED TO DO IS DECIDE WHAT APPLICATIONS YOU SHOULD USE FLER FOR. I RECOMMEND YOU ONLY USE FLER OR ANY DATABASE PROGRAM FOR APPLICATIONS CONTAINING BOTH ALOT OF DATA AND ALOT OF RECORDS. I DON'T RECOMMEND YOU PUT YOUR RECORD COLLECTION OF 50 RECORD ALBUM ON FLER - ITS NOT WORTH IT. NOW, IF YOU HAVE 235 RECORDS AND WANT TO STORE DATA SUCH AS ARTIST, WRITER, MUSIC TYPE, YEAR, ETC. FOR EACH ONE I WOULD RECOMMEND FLER. IF YOU STORED ALL YOUR RECORD DATA ON FLER AND WANTED TO KNOW WHICH SONGS YOU HAD WHICH WERE SUNG BY NEIL DIAMOND, FLERS SEARCH CAPABILITY WOULD BE OF GREAT BENEFIT. YOU COULD ALSO NUMBER EACH RECORD ALBUM FOR EASY FILING AND ENTER THAT NUMBER AS A "FIELD" ON FLER FOR RETRIEVAL.
NOTE: THERE IS A BUG IN ALL EARLY VERSIONS OF FLER WHICH WILL RESULT IN UNPREDICTABLE RESULTS FOR DATABASES OF OVER 255 RECORDS. YOU SHOULD CALL THE 800 # AND ARRANGE TO SEND YOUR FLER TAPE BACK FOR A REPLACEMENT IF YOU PLAN TO CREATE LARGE DATABASES.

NEXT MONTH WE WILL GET INTO SOME SPECIFIC APPLICATIONS. PLEASE SEND IN YOUR APPLICATIONS FOR OTHERS INFORMATION.



CPM 2.2 BY L. MARSCHAND

F I N A L L Y ! ! ! ! COLECO'S CPM 2.2 HAS ARRIVED. THE PROGRAM COMES IN A BINDER LIKE CALC AND LOGO. THE DOCUMENTATION IS DETAILED AND EXTENSIVE COVERING ALL COMPONENTS AND FEATURES OF CPM 2.2 AS ADAPTED FOR THE ADAM. THERE HAVE BEEN ALOT OF QUESTIONS AS TO WHAT CPM IS AND HOW IT WILL AID THE ADAM USER. I WILL GIVE A BRIEF BACKGROUND ON CPM AND THEN TALK ABOUT ITS APPLICABILITY.

CPM IS AN OPERATING SYSTEM THAT PERFORMS COMMON FUNCTIONS REQUIRED FOR ALL COMPUTERS, SUCH AS READING AND WRITING BETWEEN THE COMPUTER AND THE TERMINAL, PRINTER AND STORAGE DEVICES (DDP/ Disk). CPM IS THE MOST COMMON OPERATING SYSTEM FOR SMALL COMPUTERS SUCH AS THE ADAM. IT HAS BECOME AN INDUSTRY STANDARD, IN FACT. MOST OF THE FUNCTIONS OF CPM OPERATE IN THE SAME WAY FOR ALL DIFFERENT COMPUTERS BECAUSE THE DESIGNERS OF CPM CENTRALIZED THE INTERFACE BETWEEN THE CPM PROGRAM ITSELF AND THE SPECIFIC HARDWARE. THEIR IS ONE PORTION OF CPM (BASIC INPUT OUTPUT SYSTEM OR BIOS) THAT MUST BE MODIFIED IN ORDER TO OPERATE WITH A SPECIFIC COMPUTER. THE OTHER PORTIONS OF CPM REMAIN ESSENTIALLY THE SAME FOR ALL COMPUTERS. THE ADVANTAGES OF THIS APPROACH IS THAT PEOPLE WRITING SOFTWARE PROGRAMS FOR CPM COMPUTERS DON'T HAVE TO MAINTAIN DRASTICALLY DIFFERENT VERSIONS FOR EACH COMPUTER SYSTEM. ALSO, DIFFERENT COMPUTERS CAN TALK TO EACH OTHER IF THEY USE CPM. CPM 2.2 PROVIDES THE FOLLOWING FUNTIONTS FOR THE ADAM:

- SEARCH - FOR A FILE
- OPEN - FILES FOR USE
- CLOSE - FILES
- RENAME
- READ - RECORDS FROM A FILE USING A RANDOM ACCESS METHOD FOR SPEED
- WRITE - A RECORD
- SELECT - FOR USE OF MULTIPLE DRIVES
- TYPE - PRINTS CONTENTS OF A FILE TO TERMINAL
- PRINT - PRINTS FILE TO PRINTER
- ERASE - DELETES A FILE
- EDIT - PROVIDES EDITTING FUNTIONTS ON THE TERMINAL
- STAT - LISTS REMAINING SPACE ON DDP OR DISK, SIZE OF FILES, ETC.
- PIP - COPIES FILES
- SUBMIT - ALLOWS A NUMBER OF COMMANDS TO BE SUBMITTED ONE AFTER THE OTHER FOR EXECUTION
- DUMP - LISTS THE CONTENTS OF A FILE
- SYSGEN - WRITES OPERATING SYSTEM TO ANOTHER DDP/DISK
- BACKUP - COPIES DISKS TO DDP'S
- ADAM - CONVERTS ADAM FILES TO CPM FILES
- CPMADAM - OPPOSITE OF ADAM ABOVE

THESE ARE SOME OF THE RESIDENT CPM 2.2 COMMANDS/FUNCTIONS. CPM 2.2 ALSO CONTAINS AN ASSEMBLER AND DEBUGGER WHICH WILL ALLOW THE WRITING OF ASSEMBLER PROGRAMS TO RUN ON THE ADAM. THIS WILL ALLOW HACKERS TO WRITE SOME NICE PROGRAMS FOR THE ADAM AS WELL AS ALLOW THE RUNNING (AFTER SOME MODIFICATION) OF MANY CURRENT PUBLIC DOMAIN CPM PROGRAMS.

THE CPM 2.2 MANUAL IS VERY COMPREHENSIVE AND CAN BE USEFUL TO BOTH THE NOVICE AND EXPERIENCED PROGRAMMER. FULL DESCRIPTIONS WITH EXAMPLES ARE PROVIDED FOR ALL COMMANDS. FOR THE EXPERIENCED PROGRAMMER, ENTRY POINTS INTO THE CPM OPERATING SYSTEM ARE PROVIDED AS WELL AS MANY ASSEMBLER ROUTINES (SOURCE CODE INCLUDED).

SINCE CPM 2.2 IS AN OPERATING SYSTEM SIMILAR IN CONCEPT (ALTHOUGH MUCH MORE COMPREHENSIVE) TO THE DDP/DISK OPERATING SYSTEM THAT COMES WITH THE ADAM (KNOWN AS EOS), IT IS A REPLACEMENT FOR ADAM'S OPERATING SYSTEM. THIS MEANS THAT ADAM FILES CAN'T BE READ BY CPM AND VICE VERSA. EVEN SMARTWRITER CAN'T READ CPM FILES. THEY WOULD HAVE TO BE CONVERTED BACK TO ADAM FILES. THIS MAY BE SOMEWHAT CUMBERSOME (ESPECIALLY FOR SMARTWRITER FILES) BUT WE WILL GET USED TO IT. THE CONVERT UTILITIES PROVIDED ARE VERY QUICK. HOWEVER, ONCE YOU GET HOOKED ON CPM YOU WILL END UP COMPLETELY CONVERTING TO IT AND DOING ALL YOUR WORK IN IT.

REVIEWS

NOW, IT IS IMPORTANT TO NOTE THAT THE CONVERT UTILITIES PROVIDED ONLY CONVERT SMARTBASIC AND SMARTWRITER FILES FROM ADAM TO CPM FORMAT. THE ACTUAL PROGRAMS THEMSELVES (SMARTBASIC, LOGO, ADAMCALC, SMARTFILER, ETC.) CAN'T BE CONVERTED TO RUN UNDER THE CPM 2.2 OPERATING SYSTEM. MORE ABOUT THIS NEXT MONTH.

NOTE: THE CPM MANUAL INSTRUCTS YOU TO MAKE A BACKUP COPY OF CPM 2.2 AS YOUR FIRST STEP. HOWEVER, THE BACKUP UTILITY WON'T WORK WHEN GOING FROM A DDP TO A DISK. WHAT SHOULD DO IS FOLLOW THE PROCEDURE FOR "SYSGEN" WHICH WILL COPY ONLY THE CPM 2.2 OPERATING SYSTEM FROM DDP TO DISK. THEN USE THE PIP UTILITY TO COPY ALL THE OTHER FILES FROM THE ORIGINAL CPM 2.2 DDP TO YOUR DISK.

ADAMCALC BY W. MOTEL

ADAMCALC HAS FINALLY ARRIVED AND IT WAS WORTH THE WAIT. THIS IS THE SPREADSHEET PROGRAM FOR THE ADAM AND IS COMPARABLE TO HIGHER PRICED SOFTWARE FOR OTHER SYSTEMS, SUCH AS VISICALC AND MULTIPLAN. AS WITH SMARTLOGO, IT COMES PACKAGED IN A CARDBOARD STORAGE BOX ALONG WITH A 7.5 X 9 INCH BINDER FOR THE DOCUMENTATION. THE PROGRAM IS ON DIGITAL DATA PACK, BUT DOES SUPPORT DISK FILES. THE PROGRAM LOADS FROM TAPE IN ONLY 1 MINUTE.

THE DOCUMENTATION CONSISTS OF:
- QUICK REFERENCE CARD
- 155 PAGE REFERENCE MANUAL
- PART 1 5 LESSONS WHICH EFFECTIVELY GUIDE YOU THRU THE CREATION AND USE OF A SPREADSHEET AND THE FUNCTIONS OF ADAMCALC.
- PART 2 REFERENCE GUIDE WHICH EXPLAINS THE INDIVIDUAL COMMANDS, FORMULAS, FUNCTIONS, AND ERRORS.
- PART 3 DESIGN TIPS AND EXPLANATIONS OF THE 7 SAMPLE SPREADSHEET MODELS THAT ARE INCLUDED. THESE ARE:

LOAN COST ANALYSIS

LOAN SCHEDULE
HOME BUDGET (YEARLY BY MONTH)
HOME INVENTORY (LIST AND CALCULATE CURRENT, RESALE AND REPLACEMENTS COSTS).
IRA PANNER (KEEP TRACK OF ACCOUNTS WITH MODELING SCENARIOS)
BALANCE SHEET
BREAK-EVEN ANALYSIS
- PART 4 APPENDIX COMPARING VISICALC/ADAMCALC.

WHAT IS A SPREADSHEET? THINK OF A BLANK PIECE OF GRAPH PAPER. DOWN THE LEFT SIDE WILL BE ROWS. ACROSS THE TOP ARE COLUMNS. THE INTERSECTION OF A ROW/COLUMN IS A CELL. THE TOP LEFT CELL IS ROW 1, COLUMN 1. THE CELL TO THE RIGHT IS STILL ROW 1, BUT COLUMN 2. EACH CELL CAN CONTAIN INFORMATION. THIS CAN BE EITHER TEXT, VALUES, OR THE RESULTS OF CALCULATIONS. THE SPREADSHEET CAN BE FOR ANYTHING. IT CAN EVEN JUST BE USED FOR KEEPING LISTS OF THINGS. LOOK AT THE FOLLOWING EXAMPLE FOR TEST GRADES:

	1	2	3	4
1		MATH	ENGLISH	HISTORY
2	TEST 1			
3	TEST 2			
4	TEST 3			
5	AVG			

THIS CONSISTS OF 5 ROWS AND 4 COLUMNS. WE CAN USE THIS TO ENTER TEST GRADES INTO ROWS 2 THRU 4, UNDER THE APPROPRIATE SUBJECT COLUMN. THE AVERAGE IS AUTOMATICALLY CALCULATED IN ROW 5 FOR EACH SUBJECT. THE FORMULA FOR THIS IS $AVG((R-3,C:R-1,C))$. THIS READS AS AVERAGE FOR CELLS IN ROW - 3, COL THRU ROW - 1, COL. THIS IS AN EXAMPLE OF RELATIVE REFERENCES. C MEANS WHATEVER COLUMN THIS CELL IS IN. R-3 AND R-1 MEANS WHATEVER ROW - (3 OR 1). SINCE IT IS IN ROW 5, THIS MEANS ROW 2 AND ROW 4. NOTE THIS SAME FORMULA WILL WORK IN ANY OF THE AVERAGE CELLS.

SOME SUBJECTS MIGHT ONLY HAVE 2 SUBJECTS, OTHERS MORE. WE MIGHT EVEN WANT TO SORT THE TESTS PER SUBJECT TO GET LOW TO HIGH GRADE ORDER. WE MIGHT WANT TO INSERT ANOTHER COLUMN FOR EACH SUBJECT TO SHOW THE GRADE AND DATE TAKEN. ALL OF THESE ARE NOT ONLY POSSIBLE BUT FAIRLY SIMPLE TO DO WITH ADAMCALC. YOU CAN EVEN PRINT THE REPORT OUT ON PAPER.

WITH ADAMCALC, YOU HAVE THE FLEXIBILITY OF DOING THIS EASILY AND WITH THE USE OF SMART KEYS. WITHOUT MUCH NEED FOR LENGTHY MEMORIZATION OF COMMANDS, ADAMCALC EVEN HAS A HELP FUNCTION THAT YOU CAN UTILIZE, IF YOU LIKE.

ADAMCALC IS SETUP AS 255 COLUMNS BY 255 ROWS. HOWEVER, YOU CAN ONLY HAVE 2140 ACTIVE CELLS. IF YOU UTILIZE THE HELP FUNCTION, YOU HAVE 1762 ACTIVE CELLS. WHEN SETTING UP YOUR SPREADSHEETS, YOU WILL SEE THAT THERE IS NOT A DIRECT CORRELATION OF 1 ROW/1 COL USES UP 1 ACTIVE CELLS. SOME TIMES IT IS 2 OR MORE.

WHEN YOU FIRST ENTER ADAMCALC, YOU GET A BLANK SCREEN SHOWING 16 ROWS BY 4 COLUMNS. YOU NOW EITHER READ A PREPARED SPREADSHEET OR BUILD ONE. IN YOUR SPREADSHEETS YOU CAN DEFINE THINGS SUCH AS, COLUMN WIDTH DEFAULT IS 8, YOU CAN MAKE IT 1 TO 73 FORMAT HOW DATA IS REPRESENTED IN THE CELL CONTENT DATA, TEXT, OR FORMULAS

WHEN LOOKING AT YOUR SPREADSHEET, YOU CAN DEFINE ROWS AND/OR COLUMNS TO BE HELD (NOT SCROLLED) AS YOU MOVE THRU IT ON THE SCREEN. YOU CAN DIVIDE THE SCREEN INTO A MAXIMUM OF 6 "WINDOWS" OR PARTS. YOU CAN EVEN PICK FROM 16 DIFFERENT COMBINATIONS OF SCREEN/TEXT COLOR COMBINATIONS. INFORMATION CAN BE MOVED OR COPIED TO DIFFERENT LOCATIONS, BLANKED OUT, OR INSERTED/DELETED WITH EASE. THERE IS EVEN A BUILT-IN CALCULATOR TO HELP YOU.

BESIDES THE MONTHLY EXPENSE SPREADSHEET I MENTIONED EARLIER, I'VE ALSO USED THIS TO HELP ME DO MY 1984 TAXES. I BUILT A SMALL VERSION OF BOTH THE REGULAR TAX FORM AND THE ITEMIZED DEDUCTION SHEET. I USED THIS TO CALCULATE MY TAX RETURN. IT PROVED MUCH QUICKER AND EASIER THAN THE NORMAL PAPER/PENCIL/ERASER METHOD. I ALSO HAVE IT ON DISK FOR PRINTING COPIES OF MY WORK AND FOR NEXT YEARS USE.

I ALSO USED THE SPREADSHEET FOR A LIST OF PROJECTS I HAVE AT MY JOB. ALTHOUGH I DID NOT USE ANY CALCULATIONS, THE SORT FUNCTION ALLOWED ME TO PRODUCE LISTS SORTED BY 6 DIFFERENT CATEGORIES.

ALL IN ALL, THIS IS AN EXCELLENT PIECE OF SOFTWARE THAT IS READILY ADAPTABLE TO ANY NUMBER OF DIFFERENT USES. THE \$40 - \$50 PRICE IS WELL WORTH IT.

ADAM

DRAGON'S LAIR BY W. MOTEL/L. MARSCHAND

ALTHOUGH COLECO'S ADAPTION OF THE LASER DISC DRAGON'S LAIR IS GRAPHICALLY AND MUSICALLY VERY GOOD, I HAVE SOME HESITATION IN RATING ITS PLAYABILITY. WHAT COLECO HAS ATTEMPTED TO DO IS TAKE A LASER DISC GAME (ONLY ONE MOVE IS CORRECT) AND ADAPT IT TO A TRADITIONAL VIDEO GAME. HOWEVER, SINCE WE ARE USED TO MOVING OUR GAME CHARACTERS ANYWHERE AT ANYTIME WE NEED TO REORIENT OURSELVES TO PLAY THIS GAME. ALTHOUGH THIS GAME CAN BE FUN DUE TO ITS EXCELLENT GRAPHICS AND 8 DIFFERENT SCENES, IT CAN BE QUITE FRUSTRATING TO SOME PEOPLE. MY SON GAVE UP ON IT QUICKLY DUE TO THE DIFFICULTY OF THE PLAY. ANOTHER PROBLEM IS THAT ONCE THE CORRECT MOVE SEQUENCE IS MEMORIZED FOR A ROOM, THERE IS NO VARIATION. I ASSUME THE HIGHER DIFFICULTY LEVELS (I NEVER GOT PAST LEVEL 1) OFFER MORE CHALLENGE BY INCREASING THE GAMES SPEED. THERE IS VERY LITTLE RANDOMNESS IN THE GAME. ALTHOUGH COLECO HAS DONE AN EXCELLENT JOB IN DUPLICATING THE ORIGINAL GAME, MY PROBLEM IS WITH THE LASER GAME CONCEPT ITSELF. FOR SOMEONE WHO IS HOOKED ON THE ORIGINAL COINOP GAME, THIS GAME IS GREAT !! HOWEVER, IF THIS IS NOT YOUR BAG, I WOULD NOT RECOMMEND THIS GAME SINCE IT IS NOT THE TRADITIONAL COLECO GAME - IT IS VERY DIFFICULT FOR ALL EXCEPT THE SERIOUS GAMER WHO WANTS TO SPEND A LOT OF TIME AT THE JOYSTICK. ITS INTERESTING TO NOTE THAT THE INTEREST IN LASER DISC GAMES IS ON THE DECLINE DUE TO THE LACK OF RANDOMNESS AND SAME PATTERN REPETITION.

RATING - C

REVIEWS



R. SCARRY'S ELECTRONIC WORDBOOK BY L. MARSCHAND

THIS IS AN EXCELLENT EDUCATIONAL AND ENTERTAINMENT EXERCISE FOR SMALL CHILDREN (3 TO 8). MY 2 1/2 YEAR OLD LOVES IT. THE PREMISE IS TO TEACH WORD/PICTURE ASSOCIATION AND RECOGNITION. I GUARANTEE THAT IT ACCOMPLISHES THIS WITH AN ENTERTAINING METHODOLOGY. USING THE ANIMALS FROM THE R. SCARRY BOOK SERIES, THE CHILD CAN PROGRESS THROUGH 6 PLAY AREAS (FARM, PARK, TOWN, CONSTRUCTION, RAILROAD, SHIPYARD). WITHIN EACH PLAY AREA THERE ARE 4 SCREENS EACH WITH SEVERAL FIGURES/OBJECTS. A VERY NICE ADDITION TO THE GAMEPLAY IS THE USE OF MUSIC ASSOCIATED WITH EACH PLAY AREA (OLD McDONALD FOR THE FARM, ETC.). THE CHILD MOVES "LOWLY" THE WORM IN HIS LITTLE CAR THROUGH EACH SCENE AND ACTIVATES EACH FIGURE/OBJECT WHICH RESULTS IN THE DISPLAYING OF THE WORD ACCOMPANIED BY A GRAPHIC ACTION DISPLAY AND MUSIC WHICH REINFORCES THE WORD ASSOCIATION.

THERE ARE FOUR LEVELS OF PLAY TO CHALLENGE THE OLDER CHILDREN.

OVERALL THIS IS AN EXCELLENT EDUCATIONAL GAME WHICH OFFERS EXTENSIVE VARIATIONS FOR THE CHILD LEARNER. COLECO EARNS THE TITLE "FAMILY LEARNING SOFTWARE" FOR THIS ONE.

RATING - A

ADVENTURE PACKS I/II BY L. MARSCHAND

THESE ARE 2 SEPERATE TEXT ADVENTURE GAMES WRITTEN IN SMARTBASIC BY VICTORY SOFTWARE. EACH DDP CONTAINS 3 ADVENTURE GAMES: MOON BASE ALPHA, JACK AND THE BEANSTALK, COMPUTER ADVENTURE ON ADVENTURE PACK I AND AFRICAN ESCAPE, HOSPITAL ADVENTURE AND BOMB THREAT ON ADVENTURE PACK II.

ALL OF THESE GAMES REQUIRE THE ENTRY OF A NOUN AND VERB AT EACH PROMPT. THE LIST OF ACCEPTABLE VERBS IS AVAILABLE AS WELL AS A HELP SCREEN. ALL 6 GAMES ARE RATED AS REQUIRING LESS THEN 6 HOURS OF SOLVING TIME AND HENCE ARE GOOD FOR THE NOVICE TEXT ADVENTURER AND CHILDRN.

I WAS IMPRESSED WITH THE GAMES VARIATIONS AND "TWISTS" - THEY ARE VERY WELL WRITTEN AND CHALLENGING TO ADULTS AS WELL AS CHILDREN. I WOULD RECOMMEND THESE GAMES TO ANYONE WHO LIKES MENTAL CHALLENGE GAMES WHICH REQUIRE LOGIC AND ANALYSIS. I ESPECIALLY APPRECIATE THE FACT THAT 3 GAMES ARE INCLUDED ON EACH DDP FOR A REASONABLE PRICE.

RATING - A

EXPERTYPE BY L. MARSCHAND

EXPERTYPE BY COLECO IS A TOUCH TYPING TUTORIAL PROGRAM. IT CONTAINS 12 LESSONS WHICH PROGRESSIVELY TAKE THE STUDENT THROUGH THE KEYBOARD. EXERCISES AND TESTS ARE GIVEN AT EACH LESSON WHICH RECORD MISTAKES. THE NICE THING ABOUT THIS PROGRAM IS THAT IT "ADJUSTS" THE EXERCISES TO THE AGE GROUP OF THE STUDENT BY PROVIDING VARIOUS WORDINGS AND DIFFICULTY LEVELS. THIS IS VERY HELPFUL FOR THE CHILDREN USING IT. THERE IS A "FREESTYLE" EXERCISE WHICH ALLOWS YOU TO TYPE SOMETHING OF YOUR OWN OR BE PROMPTED BY THE PROGRAM. THE PROGRAM WILL CALCULATE AND STORE YOUR TYPING SPEED AT THE END OF YOUR WORK.

EXPERTYPE ALSO KEEPS TRACK OF THE KEYS YOU HAVE THE MOST ERRORS ON AND INSTRUCTS YOU TO GO BACK AND REDO THESE LESSONS.

I FOUND EXPERTYPE BOTH A GOOD TYPING COURSE FOR THOSE THAT DON'T KNOW HOW TO TYPE AND FOR DRILLING FOR THOSE WHO DO.

RATING - B

SUPER ZAXXON BY L. MARSCHAND

FRANKLY, I HAD DELAYED IN PURCHASING THIS GAME SINCE I ASSUMED IT WAS JUST A REMAKE OF THE EARLIER COLECOVISION CARTRIDGE GAME WHICH DIDN'T IMPRESS ME. I WAS PLEASANTLY SURPRISED! THE CV CARTRIDGE GAME WAS COMPLETELY REWRITTEN TO CREATE SUPER ZAXXON. THE GRAPHICS ARE EXCELLENT, GAME VARIATIONS ARE EXTENSIVE OFFERING 8 ASTERIODS PLUS THE DOGFIGHT IN SPACE. THERE ARE FOUR DIFFICULTY LEVELS. AN ADDITIONAL NICE FEATURE IS THE ABILITY TO SAVE A GAME ON THE DDP AND RESTART WHERE YOU LEFT OFF. THERE IS ALSO A PAUSE FEATURE AND HALL OF FAME FOR RECORDING SCORES. EACH ASTERIOD OFFERS UNIQUE CHALLENGES. THE GAME PLAY IS VARIED AND FAST, ESPECIALLY AT THE HIGHER DIFFICULTY LEVELS. THERE IS A VERY NICE ANIMATED SCENE AT THE CONCLUSION OF THE GAME.

RATING - A

MEMBER COMMENTS/ QUESTIONS/ANSWERS

. A MODEST PROPOSAL - NOW THAT COLECO HAS EXPELLED ADAM FROM THE GARDEN, ITS FATE IS UNCERTAIN. IT CAN ONLY SURVIVE ON THE LARGESS OF USERS, WHO MUST ORGANIZE TO MUTUALLY SUPPORT THIS ORPHAN. NOURISHMENT, IN THE FROM OF SOFTWARE IS VITAL. I AM PROPSOING, THEREFORE, THAT SOME USER-PROGRAMMER OUR THERE WRITE A COMMUNICATIONS PACKAGE USING ADAM AS A BULLETIN BOARD. AS I SEE IT, THIS PROGRAM WOULD INCLUDE A MESSAGE BOARD; EMAIL, ON-LINE CONFERENCING AND FOUR SECTIONS FOR UPLOADING/DOWNLOADING SOFTWARE (BASIC, BASIC 2.0, LOGO AND CPM 2.2). IT WOULD UTILIZE TWO DISK DRIVES AND BOTH DDP DRIVES. ADAM BULLETIN BOARDS COULD SERVE LOCAL USER GROUPS AND BE SERVICED BY THEM. BOARD SYSOPS THROUGHOUT THE COUNTRY COULD EXCHANGE THEIR PUBLIC DOMAIN PROGRAMS. A LARGE AND USEFUL PROGRAM LIBRARY COULD THUS BE ESTABLISHED. IN ADDITION, ADAMITES WOULD HAVE SEVERAL CENTERS FOR ACTIVITIES AND FOR LOCAL, MUTUAL SUPPORT. IF COMPUTERS WERE MADE TO COMMUNICATE, A BBS PROGRAM CAN FULFILL THAT FUNCTION SUPREHEMLY. THE OTHER MYRIAD FUNCTIONS THAT COMPUTERS PERFORM COULD BE ACCESSED FROM THE BBS.

RICHARD WEIDERMAN

LOCAL USER GROUPS - IF YOU ARE INTERESTED IN STARTING A LOCAL USER GROUP TO SHARE INFORMATION VIA MEETINGS, ETC. PLEASE WRITE ME AND I WILL PUT THIS INFORMATION IN THE NEXT NIAD NEWSLETTER. I MAY ALSO BE ABLE TO HELP YOU GET IN CONTACT WITH ADAM OWNERS WHO LIVE IN YOUR AREA.

ADAM BOOKS - I HAVE A LIST OF BOOKS FOR THE ADAM (ABOUT 35 IN TOTAL) THAT WILL BE INCLUDED IN NEXT MONTHS NIAD NEWSLETTER. I WOULD BE INTERESTED IN REVIEWS ON ANY BOOKS WHICH I CAN INCLUDE IN FUTURE NEWSLETTERS.

. HONEYWELL WILL DEFINITELY CONTINUE TO SERVICE THE ADAM FOR THE NEXT SEVERAL YEARS. CONTACT YOUR LOCAL HONEYWELL SERVICE CENTER IF YOU ARE HAVING ANY PROBLEMS WITH YOUR ADAM. I HAVE FOUND THEM TO BE VERY HELPFUL AND INFORMATIVE.

. THE COLECO 800 # WILL CONTINUE TO PROVIDE CUSTOMER SERVICE THROUGH 1985. THEY PROVIDE GENERAL INFORMATION AND SHOULD BE CONTACTED IF YOU HAVE ANY PROBLEMS WITH YOUR ADAM HARDWARE OR SOFTWARE DURING THE WARRANTY PERIOD.

. THE YOUNG PEOPLES LOGO ASSOCIATION IS A GROUP WHO DEALS WITH LOGO PROGRAMMING IN ALL FORMS. THEY HAVE PROGRAMS THAT WITH SOME CONVERSION CAN BE RUN WITH SMARTLOGO. YOU CAN CONTACT THEM ON COMPUSERVE BY TYPING "GO HOM-137 FO GO WCC-21". I AM A MEMBER AND DO RECOMMEND THEM.

CHARLES KOLANDER 74756.2762

SOFTWARE EXCHANGE

NIAD WILL SUPPORT A SOFTWARE EXCHANGE SERVICE FOR ALL MEMBERS. THE PURPOSE OF THIS SERVICE WILL BE TO PROVIDE AN EASY METHOD FOR THE EXCHANGE OF NON-COPYRIGHTED SOFTWARE BETWEEN MEMBERS. B. WALLIS IN HIS LOGO-LINK ARTICLE HAS OFFERED TO PROVIDE THIS SERVICE FOR LOGO PROGRAMS. IF ANYONE WOULD LIKE TO OFFER TO DO THIS FOR BASIC, CPM 2.2 OR ANYOTHER PROGRAMS PLEASE LET ME KNOW. IN THE INTERIM PLEASE SEND ME YOUR PROGRAMS (EXCEPT LOGO) AND I WILL ACT AS THE STOREHOUSE AND DISTRIBUTOR FOR THEM. PLEASE FOLLOW B. WALLIS' INSTRUCTIONS FOR YOUR SUBMISSIONS TO ME. YOU CAN SUBMIT EITHER DISKS OR DDP'S (NOTE: YOU CAN SUBSTITUTE A GOOD QUALITY AUDIO CASSETTE FOR A DDP, YOU JUST CAN'T STORE AS MUCH INFORMATION ON THEM). WHEN WE HAVE TELECOMMUNICATIONS SOFTWARE THAT SUPPORTS UP/DOWN LOADING OF PROGRAMS WE CAN STORE OUR SOFTWARE LIBRARY ON COMPUSERVE FOR ALL MEMBERS TO ACCESS.



BUYING SERVICE PRODUCT LIST

<u>HARDWARE/ ACC'S</u>	<u>PRICE</u>	PRICES VALID UNTIL 3/1/85
ADAM DISK DRIVE 7817	\$235.00	*ITEMS NOT YET AVAILABLE
ADD'L DATA DRIVE 2409	\$175.00	
MODEM 7818	\$ 84.95	** NOTE: DISK VERSIONS NOT AVAILABLE
64k EXPANDER 2562	\$175.00	
DIGITAL DATA PACKS 2564	\$ 5.55@	
DATA PACKS (10 or more)	\$ 3.95@	
RIBBONS 7806	\$ 5.55	
ACCESSORY KIT 7816	\$ 32.95	
*MONITOR CABLE 7830	\$ 10.95	
COMPUSERVE STR KIT	\$ 21.95	

SOFTWARE (DDP UNLESS NOTED) **

CARTRIDGES -

ADDRESS BOOK/AUTO	
DIALER 7815; 9658 DSK	\$ 37.95
SUPER ZAXXON 2623	\$ 29.95
SUPER DONKEY KONG	
OR JR. 2628;2629 (JR.)	\$ 29.95
SMART LOGO 7600;9621 DSK	\$ 62.95
EXPERTYPE 7602;9610 DSK	\$ 39.95
SMART FILER 7813;9656 DSK	\$ 18.95
RECIPE FILE 7814;9657 DSK	\$ 18.95
SMART LTRS/FORMS	
7805;9613 DSK	\$ 25.95
FLASHCARD MAKER 7662	\$ 25.95
FLASHFACTS (TRIVIA 2902,	
HISTORY 2901,VOCAB 2900)	\$ 13.95@
ADAMCALC 7831;9662 DSK	\$ 37.95
R. SCARRY'S WORDBOOK 7658	\$ 29.95
DRAGONS LAIR 2683	\$ 29.95
WACKY WORD GAME 7834	\$ 19.95
CPM 2.2 & ASSEMBLER	
7832;9663 DSK	\$ 62.95

WAR GAMES 2637	\$21.95
TARZAN 2632	\$21.95
STAR TREK 2680	\$21.95
FORTUNE BUILDER 2681	\$27.95
CABBAGE PATCH KIDS 2682	\$21.95
MONKEY ACADEMY 2694	\$27.95
SMURF PAINT & PLAY 2697	\$27.95
TELLY- TURTLE 2698	\$27.95
FIX-UP MIX UP 2699	\$27.95

OTHER SOFTWARE**

BOUNTY HUNTER VS4048	\$19.95
ADVENTURE PK I VS4011	\$19.95
ADVENTURE PK II VS4015	\$19.95
TREK VS5004	\$19.95
SAVINGS & LOAN VS5051	\$19.95

SIX SCRIPTURAL STEPS TO SALVATION

Men still cry, "What must I do to be saved?" The Bible provides a clear answer.

1. ACKNOWLEDGE: "For all have sinned and come short of the glory of God" (Romans 3:23). "God be merciful to me a sinner" (Luke 18:13).

2. REPENT: "Except ye repent, ye shall all likewise perish" (Luke 13:3). "Repent ye therefore, and be converted, that your sins may be blotted out" (Acts 3:19).

3. CONFESS: "If we confess our sins, he is faithful and just to forgive us our sins, and to cleanse us from all unrighteousness" (1 John 1:9). "If thou shalt confess with thy mouth the Lord Jesus, and shalt believe in thine heart that God hath raised him from the dead, thou shalt be saved" (Rom. 10:9).

4. FORSAKE: "Let the wicked forsake his way, and the unrighteous man his thoughts; and let him return unto the Lord . . . for he will abundantly pardon" (Isaiah 55:7).

5. BELIEVE: "For God so loved the world,

that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life" (John 3:16). "He that believeth and is baptized shall be saved; but he that believeth not shall be damned" (Mark 16:16).

6. RECEIVE: "He came unto his own, and his own received him not. But as many as received him, to them gave he power to become the sons of God, even to them that believe on his name" (John 1:11,12).

Why not make your eternal decision now:

"Lord Jesus, I believe You died for my sins and I ask Your forgiveness. I receive You now as my personal Saviour and invite You to manage my life from this day forward. Amen."