



NIAD  
 P O BOX 1114  
 LISLE, IL 60532  
 CIS 72255,47  
 (312-961-3529)

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 EDITOR: LYLE MARSCHAND



HARD TO BELIEVE THAT IT IS JUNE ALREADY ! I DON'T KNOW ABOUT YOU BUT I LOVE THE SUMMER AND IT SEEMS TO COME AND GO SO FAST.

WE STARTED TALKING LAST MONTH ABOUT THE BOOK OF EPHESIANS - THE VERSE WE DISCUSSED WAS CHAPTER 1 VERSE 3:

"BLESSED BE THE GOD AND FATHER OF OUR LORD JESUS CHRIST , WHO HAS BLESSED US IN CHRIST WITH EVERY SPIRITUAL BLESSING IN THE HEAVENLY PLACES." (RSV) WE TALKED ABOUT HOW ALL THESE BLESSINGS COME ONLY THROUGH THE SON JESUS (GOD SENT HIS SON TO SAVE AND BLESS MANKIND) AND THAT ONCE YOU ACCEPT JESUS AS YOUR LORD AND SAVIOR, YOU CAN RECEIVE ALL THESE BLESSINGS BOTH IN THIS LIFE AND THE NEXT IN HEAVEN. I CAN TESTIFY THAT MY LIFE HAS COMPLETELY TURNED AROUND SINCE I WAS BORN AGAIN ! LETS NOW LOOK AT VERSE 4: " ...EVEN AS HE CHOSE US IN HIM BEFORE THE FOUNDATION OF THE WORLD, THAT WE SHOULD BE HOLY AND BLAMELESS BEFORE HIM."

THIS VERSE SPEAKS OF THE FACT THAT GOD HAS ALWAYS HAD A PLAN TO SAVE US FROM THE BEGINNING OF TIME. AS AN ALL-KNOWING GOD, HE PRE-KNEW THAT ADAM AND EVE WOULD SIN, AND HE CONSTRUCTED A PLAN TO GIVE US THE OPPORTUNITY (IT IS OUR CHOICE) TO HAVE OUR SINS FORGIVEN WHICH WILL RE-ESTABLISH OUR RELATIONSHIP WITH THE FATHER. THIS RELATIONSHIP WITH THE FATHER, THROUGH THE SON, WILL MAKE US HOLY AS GOD IS HOLY.

THE "BLAMELESS" SPEAKS OF THE FORGIVENESS OF OUR SINS THAT COMES THROUGH THE SACRIFICE OF JESUS. ONE OF MY PROBLEMS BEFORE I WAS SAVED WAS THAT I COULDN'T UNDERSTAND WHY GOD CREATED ADAM AND EVE IF HE KNEW THEY WERE GOING TO SIN. THIS IS REALLY THE SUBJECT OF ANOTHER ARTICLE, BUT SUFFICE IT TO SAY THAT GOD HAD TO GIVE MAN A FREE WILL SINCE MAN WAS CREATED IN THE IMAGE OF GOD. THIS FREE WILL ALLOWED MAN THE DECISION TO OBEY GOD OR DISOBEY, UNFORTUNATELY ADAM AND EVE CHOSE THE LATER. BACK TO OUR DISCUSSION - GOD HAD A "PLAN B" TO HANDLE MAN'S DISOBEDIENCE (SIN) AND THAT WAS THE SENDING OF HIS ONE AND ONLY SON TO PAY THE PRICE FOR OUR SINS WHICH PAVED THE WAY FOR GOD TO GIVE US THE FREE GIFT OF ETERNAL LIFE. ONCE JESUS HAD PAID THE PRICE FOR OUR SIN THROUGH HIS DEATH ON THE CROSS, WE WERE SAVED FROM HAVING TO PAY THIS PRICE OURSELVES. THE BEST ILLUSTRATION FOR THIS PHENOMENON IS THE SOLDIER THAT VOLUNTARILY JUMPS ON THE HAND GRENADE TO DIE AND THUS SAVE ALL HIS FRIENDS THAT ARE STANDING NEAR HIM. THESE SOLDIERS WHO WERE SAVED, DID

NOTHING TO DESERVE THIS "GIFT" OF LIFE THAT WAS GRANTED TO THEM BY THE SACRIFICE OF THEIR FRIEND, JUST AS WE DON'T HAVE TO DO ANYTHING TO RECEIVE ETERNAL LIFE BUT BELIEVE THAT JESUS DIED FOR US !!! WHAT A WONDERFUL PLAN, TO GIVE US THIS FREE GIFT OF ETERNAL LIFE, FORGIVENESS FOR ALL OF OUR SINS AND HOLINESS. GOD BLESS YOU ALL.

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CONTRIBUTORS

- W. MOTEL
- B. WALLIS
- C. KOLANDER
- K. HAMMOND
- B. LENNES
- D. ZIMMERMAN
- T. BALON



## NIAD NEWS

THERE ARE SO MANY THINGS GOING ON NOW I DON'T KNOW WHERE TO START !

LETS START WITH THE SOFTWARE EXCHANGE PROGRAM. OUR LIBRARY IS GROWING QUICKLY. I THINK WE NEED TO MAKE SOME CHANGES IN THE PROCEDURES HERE. IT ISN'T REASONABLE TO EXPECT MOST NIAD MEMBERS TO SUBMIT UTILITY PROGRAMS IN ORDER TO GET THE UTILITY LIBRARY, WHICH CONTAINS SOME OF OUR BETTER PROGRAMS. HENCE, WE WILL NOW OFFER A STRAIGHT PURCHASE OPTION FOR THE NIAD SOFTWARE LIBRARY IN ADDITION TO THE EXCHANGE PROGRAM. YOU WILL BE ABLE TO PURCHASE A SPECIFIC LIBRARY VOLUME FOR A SMALL FEE THAT WILL INCLUDE A DDP, HANDLING AND MAILING. PLEASE NOTE THAT THESE ARE PUBLIC DOMAIN PROGRAMS AND THERE IS NO CHARGE FOR THE PROGRAMS THEMSELVES. I HOPE YOU WILL FIND THIS MORE CONVENIENT AS AN OPTION TO THE EXCHANGE PROGRAM.

YOU WILL PURCHASE THESE PROGRAMS VIA THE BUYING SERVICE LIKE ANY OTHER PRODUCT.

A NUMBER OF YOU ARE USING THE BUYING SERVICE TO PURCHASE ITEMS FOR YOUR FELLOW ADAMITES WHO ARE NOT MEMBERS OF NIAD. I CAN'T /WON'T DO ANYTHING ABOUT THIS BUT WOULD ASK YOU TO HAVE YOUR FRIENDS JOIN NIAD THEMSELVES. IT IS YOUR BEST INTEREST THAT NIAD GROW, PLEASE COOPERATE WITH ME ON THIS ISSUE - THANKS.

I AM PLEASED TO ANNOUNCE THAT NIAD WILL NOW BE CARRYING VIDEO MONITORS AND PERHAPS MORE IMPORTANT, PRINTERS FOR USE WITH THE NEW RS232 PRINTER INTERFACE !! I AM WORKING HARD TO OBTAIN THE BEST PRICES ON THESE ITEMS, BUT MAY NOT BE ABLE TO BEAT THE LARGE DISCOUNT HOUSES. YOU WILL HAVE TO MAKE A CHOICE BETWEEN SUPPORTING NIAD AND MAKING YOUR DECISION BASED SOLELY ON PRICE. NIAD WILL ONLY OFFER THE BEST PRODUCTS AND WILL INSURE THAT THEY WORK SPECIFICALLY WITH THE ADAM. RELATIVE TO THE PRINTER SITUATION, WE WILL BE WORKING WITH EVE ELECTRONICS TO DEVELOP SOFTWARE THAT WILL INTERFACE THE ADAM TO THESE PRINTERS AND ALLOW YOU TO USE THE SPECIAL FUNCTIONS THAT MANY OF THE PRINTERS HAVE. IT IS IMPORTANT FOR YOU TO UNDERSTAND THAT YOU CAN'T JUST HOOK UP A PRINTER TO THE SP-1 RS232 INTERFACE AND USE SPECIAL FUNCTIONS LIKE BOLD PRINT, UNDERLINING, GRAPHICS, ETC. WITHOUT HAVING SPECIAL ADAM SOFTWARE TO "TELL" THE PRINTER WHAT SPECIAL FUNCTIONS ARE NEEDED. EACH PRINTER MANUFACTURER HAS THEIR OWN SOFTWARE CONVENTIONS TO DO THIS !

SOME OF YOU HAVE HAD PROBLEMS WITH RECEIVING YOUR MONTHLY NEWSLETTERS. AS ONE PERSON TOLD ME "...MY LOCAL POST OFFICE EATS ANY MAIL OTHER THEN 1ST CLASS". I WILL OFFER ALL OF YOU THE OPTION AT YOUR RENEWAL TO REQUEST 1ST CLASS MAILING FOR AN ADDITIONAL FEE. IF ANY OF YOU DO NOT RECEIVE YOUR NEWSLETTERS BY THE 10TH OF THE NEXT MONTH, LET ME KNOW AND I WILL SEND ANOTHER ONE OUT 1ST CLASS. IF ANY OF YOU ARE HAVING A REAL PROBLEM WITH YOUR POST OFFICE AND WANT TO SWITCH TO 1ST CLASS NOW, SEND IN \$.50 FOR EACH MONTH YOU HAVE REMAINING IN YOUR SUBSCRIPTION.

QUME, FOR SOME STRANGE REASON HAS DISCONTINUED THE SCRIPT PRINT WHEEL. I AM TRYING TO FIND ANOTHER MANUFACTURER, SINCE MANY OF YOU HAVE ORDERED THAT WHEEL (I LIKE IT TOO).

### NIAD BASICS

- . NEW MEMBERS SUBSCRIPTIONS ARE STARTED WITH THE LAST ISSUE PUBLISHED.
- . BACK ISSUES OF THE NIAD NEWSLETTER ARE AVAILABLE FOR \$3.00 EACH AND I WOULD RECOMMEND YOU PURCHASE THEM FOR THE REVIEWS AND WORKSHOP INFORMATION.
- . TELEPHONE CALL INS ARE TAKEN SATURDAY AM'S FROM 8:00 TO 11:00, CHICAGO TIME.
- . REGARDING PRODUCT ORDERING -  
SEND A MONEY ORDER OR CHARGECARD NUMBER IF YOU WANT TO EXPEDITE YOUR ORDER ON ALL FIRST TIME ORDERS (NOTE: ESTABLISHED MEMBERS MAY PAY BY CHECK WITHOUT THE 10 DAY DELAY).  
IF YOU ORDER ITEMS THAT ARE SHOWN AS NOT YET AVAILABLE AT THE SAME TIME YOU ORDER OTHER ITEMS, YOU WILL BE CHARGED TWO SHIPPING CHARGES UNLESS YOU SPECIFY THAT I SHOULD HOLD YOUR ORDER UNTIL ALL ITEMS ARE AVAILABLE.
- . IF YOU WANT ME TO SHIP TO A POST OFFICE BOX, INCLUDE THE SHIPPING CHARGE FOR US MAIL SINCE UPS DOES NOT SHIP TO PO BOXES.
- . PLEASE CALL ME BEFORE RETURNING ANY MERCHANDISE.
- . IF I AM BACKORDERED ON AN ITEM THAT IS NOT SHOWN AS "NOT YET AVAILABLE", I WILL FILL THE REST OF YOUR ORDER AND SEND THE BACKORDERED ITEM WHEN RECEIVED (WITH NO ADDITIONAL SHIPPING CHARGE).

### ADAM'S FUTURE

WELL, THIS YEARS "BIG" SUMMER ELECTRONICS SHOW IN CHICAGO TURNED OUT TO NOT BE SO BIG. THERE WERE SIGNIFICANTLY FEWER EXHIBITORS THEN LAST YEAR AND ATTENDENCE WAS DOWN. THE SAME "HUSTLE AND BUSTLE" AND AIR OF EXCITEMENT OF THE PREVIOUS YEARS WAS NOT THERE. THESE ARE OBVIOUSLY THE RESULTS OF THE PROBLEMS IN THE HOME COMPUTER AND VIDEOGAME MARKET. THERE WERE THREE NEW COMPUTERS AT THE SHOW - THE COMMODORE 128, THE NEW ATARI ST AND A NINTENDO COMPUTER AND ROBOT ! ATARI DID ATTEND AT THE REQUEST OF THE CES OFFICIALS, THEY WERE IN A SMALL ROOM UPSTAIRS FROM THE MAIN EXHIBIT FLOOR. A DEMO VERSION OF THE SYSTEM WAS BEING DISPLAYED - IT IS MACINTOSH LIKE BUT CAN OPERATE IN A COLOR MODE AS WELL. THERE WAS ALSO A DEMO OF THE ST BEING INTERFACED WITH A CD ROM DISK WHICH LOOKS LIKE AN COMPACT AUDIO DISK (REMEMBER WHEN COLECO WAS TALKING ABOUT A LASER DISK INTERFACE ?). THE ST WILL BE A POWERFUL COMPUTER BECAUSE IT USES A 16 BIT PROCESSOR LIKE THE MACINTOSH, THE KEY TO ITS SUCCESS WILL BE THE PRICE AND APPLICABILTY TO THE HOME COMPUTER MARKET. I WOULDN'T VENTURE TO MAKE ANY

## UPDATES

PREDICTIONS IN THIS MARKET. COMMODORE'S NEW MACHINE LOOKED GOOD, BUT I'M NOT SURE OF ITS MARKETABILITY. WELL, I SEARCHED HIGH AND LOW FOR ADAM PRODUCTS AND GOT TO THE POINT WHERE I WOULD HAVE BEEN HAPPY TO JUST FIND ONE, WHICH I FINALLY DID AT THE SUNRISE SOFTWARE BOOTH. THEY HAD AN ADAM RUNNING SOME OF THEIR SOFTWARE AND WE GABBED FOR AWHILE. THEY HAVE A NEW COLECO CARTRIDGE CALLED NUMBER BUMBER WHICH LOOKED PRETTY GOOD. THEY INDICATED THAT THEY WOULD BE HAPPY TO DEVELOP MORE ADAM SOFTWARE IF THERE WAS A DEMAND - I TOLD THEM THERE WAS AND WILL BE TALKING TO THEM IN THE NEAR FUTURE ABOUT THIS. TO MY DELIGHT, I RAN INTO NIAD MEMBER DAN ORLANDO FROM OHIO AT THIS BOOTH! WE WERE BOTH GLAD TO TALK TO SOMEONE INTERESTED IN THE ADAM, WE WERE GETTING DISCOURAGED LOOKING FOR ADAMS AT THE SHOW. HOWEVER, ONLY THE BIG VENDORS CAN AFFORD A SHOW LIKE THIS AND WE SHOULDN'T BE SURPRISED AT NOT FINDING ADAM PRODUCTS.

NOW, BEFORE YOU GET ALL NEGATIVE LET ME TELL YOU THE GOOD NEWS !! WE ADAMITES HAVE ENTERED THE BIG TIME - THE RS232 INTERFACE HAS FINALLY ARRIVED AND IT WORKS - THANK GOD. EVE ELECTRONICS OF MASSACHUSETTS HAS DEVELOPED THIS INTERFACE - SEE OUR REVIEW IN THIS ISSUE. I HAVE TALKED WITH THE DEVELOPER AT EVE WHO IS A NICE GUY AND IS CURRENTLY WORKING ON A 80 COLUMN CARD THAT WILL ALLOW THE ADAM TO INTERFACE WITH A NON-COLOR, 80 COLUMN VIDEO MONITOR; A VOICE SYNTHESIZER AND A COMBINATION MOTHER BOARD AND POWER SUPPLY THAT WILL HOUSE ALL THESE EXPANSION CARDS. HOW'S THAT FOR EXCITEMENT ADAMITES ???

WE DESPERATELY NEEDED SOMEONE TO PROVIDE HARDWARE PRODUCTS FOR US AND I THINK EVE (CUTE UH - ADAM AND EVE) IS THE ONE. THE ADAM CAN NOW BE A FULL FLEDGED SYSTEM THAT CAN INTERFACE WITH A NUMBER OF HIGH SPEED PRINTERS AND BE USED WITH 80 COLUMN TERMINALS FOR THE SOFTWARE THAT NEEDS 80 COLUMNS.

NOW, THIS COUPLED WITH THE ADDITIONAL PUBLIC DOMAIN SOFTWARE THAT IS COMING AVAILABLE (SEE CPM 2.2 SECTION) WILL GREATLY EXPAND THE ADAM'S FUNCTIONALITY. RELATIVE TO SOFTWARE, SEE OUR REVIEW ON FANTASY GAMER, NEW FROM MARTIN CONSULTING. ITS A SUPER PIECE OF SOFTWARE AT AN EXCELLENT PRICE. AGAIN, ADAMITES, THE FUTURE OF THE ADAM IS IN MANY WAYS UP TO YOU. WE NEED TO SUPPORT THE QUALITY 3RD PARTY VENDORS WHO ARE PROVIDING PRODUCTS FOR THE ADAM, IF WE DON'T THEN THERE IS NO MOTIVATION FOR THEM TO CONTINUE SUPPORTING US. PLEASE PURCHASE THESE PRODUCTS IF YOU WANT MORE PRODUCTS IN THE FUTURE. I WOULD EVEN RECOMMEND PURCHASING THESE 3RD PARTY PRODUCTS OVER THE COLECO PRODUCTS, SINCE IT IS DOUBTFUL THAT COLECO WILL DEVELOP ANY NEW SOFTWARE AFTER THIS YEAR.

THE CES WAS A BUST BUT THE ADAM (AND EVE) IS ONLY GETTING BETTER !!!!!!!!

. THE BIGGEST NEWS IS THE AVAILABILITY (NOT JUST RUMOUR) OF THE RS232 INTERFACE FROM EVE ELECTRONICS. PLEASE NOTE THAT QUEST VIDEO IS HELPING EVE MARKET THE INTERFACE, BUT THEY ARE NOT THE DEVELOPERS. PLEASE READ OUR REVIEW ON THIS BEFORE YOU RUN OUT AND BUY ONE, IT WILL NOT INTERFACE WITH EVERY PRINTER AND GIVE YOU FULL GRAPHIC AND COLOR PRINTS. EVE HAS AGREED TO SELL THROUGH NIAD AS A CONVENIENCE TO YOU. HENCE, I'M HAPPY TO ADD THE SP-1 AND FUTURE EVE PRODUCTS TO THE NIAD PRODUCT LIST.

. EVE IS CURRENTLY WORKING ON AN 80 COLUMN CARD THAT WILL ALLOW THE ADAM TO DISPLAY 80 CHARACTERS HORIZONTALLY ON A NON-COLOR VIDEO TERMINAL. THIS CARD WILL BE USEFUL FOR SOFTWARE THAT REQUIRES 80 COLUMN DISPLAY SUCH AS THE CPM SOFTWARE THAT IS NOW COMING OUT. IT WILL NOT BE USEFUL ON MOST OF THE CURRENT COLECO WRITTEN SOFTWARE, OTHER THEN SMARTBASIC. THIS CARD WILL ALSO HAVE A BUILT IN POWER SUPPLY, LIGHT PEN INTERFACE AND RETAIL FOR APPROX. \$250.00. LOOK FOR IT IN AUGUST, 85.

. ADDITIONAL PRODUCTS FROM EVE INCLUDE A DISK CONTROLLER CARD THAT WILL ALLOW INTERFACE VIA CPM 2.2 ONLY TO OTHER THEN THE COLECO DISK DRIVE AND GREATLY INCREASE THE ADAM'S STORAGE ABILITY. A VOICE SYNTHESIZER IS ALSO BEING DESIGNED.

. COLECO HAS JUST RELEASED THE ADAM HOME SOFTWARE LIBRARY - SEE OUR REVIEW IN THIS ISSUE.

. COLECO IS NOW SAYING EARLY JULY FOR BEST OF ELECTRONIC ARTS, JEOPARDY, FAMILY FEUD AND 2010.

. RUMOR HAS IT THAT WESTICO HAS GONE OUT OF BUSINESS. SOME OF YOU HAVE PURCHASED CPM PROGRAMS FROM THEM SUCH AS ASCOM (REVIEWED THIS ISSUE). HOPEFULLY WE WILL SEE THESE ADAM CPM PROGRAMS SURFACE THROUGH SOME OTHER SUPPLIER. UNFORTUNATELY, A NUMBER OF SOFTWARE AND HARDWARE SUPPLIERS ARE IN FINANCIAL TROUBLE NOW DUE TO THE SMALL COMPUTER SLOW DOWN.

## COMMUNICATIONS WORKSHOP

ADAMLINK II IS THE ADVANCED VERSION OF THE SOFTWARE THAT COMES WITH THE ADAMLINK MODEM. THIS SOFTWARE WILL ALLOW YOU TO UP AND DOWN LOAD PROGRAMS AND DATA FILES BETWEEN YOUR ADAM AND OTHER COMPUTERS (INCLUDING OTHER ADAMS). HOWEVER, IT WILL ONLY WORK FOR ASCII FILES I.E. FILES WITH "REGULAR" DATA IN THEM (LETTERS AND NUMBERS). HENCE, IT WILL WORK FOR SMARTBASIC AND LOGO PROGRAMS BUT NOT FOR CPM 2.2 OBJECT CODE PROGRAMS. FOR AN UNDERSTANDING OF WHAT OBJECT CODE PROGRAMS ARE PLEASE READ LAST MONTHS CPM WORKSHOP. NOW, YOU MAY SAY "SO WHAT". THE PROBLEM IS THAT MOST OF THE CPM PUBLIC DOMAIN PROGRAMS YOU WILL FIND ON BULLETIN BOARDS ARE COM (OBJECT CODE) FILES SO, IF YOU WANT TO TAKE ADVANTAGE OF THE WEALTH OF CPM PROGRAMS OUT THERE YOU HAVE TO HAVE A MECHANISM TO GET THESE FILES. THERE ARE ALOT OF MODEM PROGRAMS AROUND THAT CAN TRANSFER OBJECT CODE FILES, SOME OF THEM HAVE BEEN CONVERTED TO RUN ON THE ADAM. ONE OF THESE IS ADM1800.ASM WHICH IS ON THE COMPU SERVE FAM-200 DATA LIBRARY.

THE FOLLOWING PROCEDURE WAS WRITTEN (AND VERY WELL) BY BARRY WALLIS ON HOW TO GET THIS PROGRAM AND USE IT TO OBTAIN SOME OF THE CPM PROGRAMS OUT ON FAM-200. THERE ARE MORE MODEM PROGRAMS BEING ADDED TO FAM-200 WHICH HAVE EXPANDED CAPABILITIES, BUT YOU NEED TO USE ADAM1800 TO DOWNLOAD THEM TO YOUR ADAM THE FIRST TIME (SEE THIS MONTHS CPM WORKSHOP FOR MORE INFO ON CPM PROGRAMS).

NOTE: FOR THOSE OF YOU WHO NEED SOME INSTRUCTION ON HOW TO UP/ DOWN LOAD ASCII FILES USING ADAMLINK II, GET INFO DATA LIBRARY 6 (TYPE DL 6 AT THE FUNCTION PROMPT OF FAM-200) AND TYPE 'R UPLOAD.HPL'. THIS WILL WALK YOU THRU THE PROCEDURE.

INSTRUCTIONS FOR USING THE  
ADM1800.ASM PROGRAM FROM  
COMPU SERVE'S FAMILY COMPUTING  
FORUM.

- 1) DOWNLOAD THE ADM1800.ASM PROGRAM FROM DL6 USING THE DC2/DC4 PROTOCOL. MAKE SURE YOU HAVE THE CHARACTER FILTER OFF!
- 2) USE THE CP/M TRANSIENT PROGRAM ADAM TO TRANSFER THE PROGRAM FROM YOUR EOS (ADAM) FORMAT DISK TO A CP/M FORMAT DISK.
- 3) COMPILER THE PROGRAM USING THE ASM ASSEMBLER PROGRAM. IF THE PROGRAM DOES NOT COMPILE CORRECTLY, GO BACK TO STEP 1.
- 4) LOAD THE PROGRAM USING THE LOAD TRANSIENT. THIS WILL CREATE A PROGRAM CALLED ADM1800.COM. YOU CAN NOW DELETE THE ADM1800.PRN AND ADM1800.HEX FILES, IF YOU WANT TO CONSERVE ROOM.

5) YOU ARE NOW READY TO CALL A DATABASE WHICH USES XMODEM OR MODEM7 PROTOCOL (ALSO CALLED CHRSTAINSEN PROTOCOL) TO TRANSFER DATA. THIS METHOD TAKES QUITE A BIT LONGER THAN SIMPLE DOWNLOADING BECAUSE IT DOES EXTENSIVER ERROR CHECKING AND CORRECTION. BUT, IT IS THE ONLY WAY TO TRANSFER .COM PROGRAMS OVER PHONE LINES!

6) CALL THE BBS OF YOUR CHOICE USING ADAMLINK.

7) LOG IN AND GET TO THE POINT AT WHICH YOU WANT TO TRANSFER PROGRAMS.

8) BOOT YOUR CP/M DISK WITH ADM1800 ON IT USING THE FOLLOWING FORMAT ADM1800 FILENAME.EXT. FOR EXAMPLE IF THE FILE YOU WISH TO DOWNLOAD IS

TO BE CALLED F83.COM ON YOUR SYSTEM YOU WOULD TYPE "ADM1800 F83.COM" (WITHOUT THE QUOTES OF COURSE).

9) YOU WILL NOW BE IN TERMINAL MODE. WHATEVER YOU TYPE HERE WILL GO OUT THROUGH THE MODEM JUST AS IN ADAMLINK. THE ONLY DIFFERENCE IS THAT YOU ARE STUCK WITH CP/M's 80 CHARACTER SCREEN.

10) WHEN YOU ARE AT THE PLACE WHERE THE SYSTEM SAYS IT IS READY FOR THE TRANSFER SIMPLY TYPE THE ESCAPE KEY START THE TRANSFER.

11) DO NOT WORRY IF THE TRANSFER SEEMS TO TAKE A WHILE. YOU WILL SEE NOTHING ON YOUR SCREEN WHILE THE TRANSFER IS TAKING PLACE, BUT, YOU SHOULD SEE THE DISK DRIVE GO ON ONCE EVERY TWO TO THREE MINUTES.

12) WHEN THE TRANSFER IS COMPLETE YOU WILL BE BACK IN CP/M. SIMPLY INVOKE ADM1800 AGAIN USING EITHER THE NAME OF THE NEXT FILE YOU WANT TO DOWNLOAD OR A DUMMY FILE NAME (I USE X.X) TO RETURN TO TERMINAL MODE.

13) AT THIS POINT YOU CAN EITHER LOG OFF THE BBS OR CONTINUE TRANSERRING PROGRAMS. IF YOU WANT TO LOG OFF, SIMPLY LOG OFF THE DATABASE IN THE USUAL WAY AND TYPE CONTROL-E TO EXIT ADM1800.

14) ADM1800 WILL NOT HANG UP THE PHONE!!! TO HANG UP THE PHONE EITHER TURN ADAM OFF OR BOOT ADAMLINK AGAIN. CAUTION: BOOTING ADAMLINK WILL HANG UP THE PHONE, DO NOT DO THIS UNTIL YOU HAVE LOGGED OFF THE BBS!

IF YOU HAVE FURTHER QUESTIONS YOU CAN REACH ME ON COMPU SERVE AT 74726,500 OR AT:  
BARRY WALLIS  
2140 BESSANT STREET  
SAN BERNARDINO, CA. 92404

UTILDUMP BY W. MOTEL

THIS IS THE ENHANCED VERSION OF FDUMP2. I THINK YOU WILL FIND IT VERY USEFUL AND INFORMATIVE. HOPEFULLY, YOU WILL FIND MY TECHNIQUES EDUCATIONAL AND USEFUL. THE PROGRAM IS SMARTKEY DRIVEN, SIMILAR TO UTTLCOPY. I HAVE IMPROVED/ ENHANCED FDUMP2 FUNCTIONS. PLUS ADDED SOME ADDITIONAL FUNCTIONS. FOLLOWING IS A LIST OF ITS CAPABILITIES:

1. BLOCK READ

READ IN A BLOCK FROM TAPE/DISK. THE PROGRAM CHECKS AND ALLOWS YOU ACCESS TO ONLY THOSE DEVICES YOU HAVE ACTIVE ON YOUR SYSTEM.

2. MEMORY DUMP

PRINT OUR MEMORY OR MEMORY LOADED FROM THE BLOCK READ FUNCTION. YOU CAN CONTROL -

- . START/ END ADDRESS
- . PRINT ADDRESS. PRINT OF DIFFERENT ADDRESS THEN THE LOCATION BEING DUMPED. THIS IS USEFUL IN PRINTING BLOCKS FROM TAPE/DISK. EVEN THOUGH THE BLOCK IS SENT INTO THE SAME BUFFER AREA, WHEN DUMPING IT OUT, YOU CAN SPECIFY THE DUMPS PRINTED ADDRESS TO BE THE EQUIVALENT ADDRESS OF THE BLOCK IN MEMORY.
- . SINGLE/DOUBLE LINE SPACING
- . LINES/PAGE
- . VIEW ON SCREEN OR PRINT ON PRINTER

3. NUMBER CONVERSION -HEX TO DECIMAL/ VICE VERSA

4. TAPE/DISK DIRECTORY

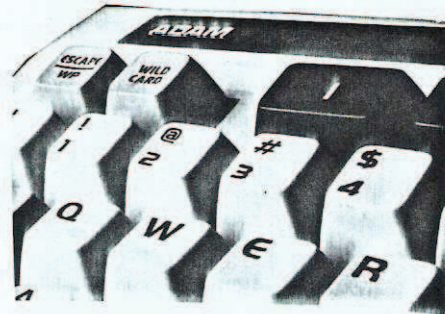
FORMATTED VOLUME/DIRECTORY INFORMATION VIA SCREEN OR PRINTOUT. THIS IS A FULL DIRECTORY LIST SHOWING ALL FILE ATTRIBUTES AS FOLLOWS:

VOLUME: FIRST DIR ON DISK CREATE: 0 0 0 VSIZE: 160 DSIZE: 1 PROTCT

#	ENT	FILE NAME	SC	T	BEG	END	ALC	USE	LBYT	PROT	US	D	X	N	CRT DATE			
										P	RW	FF	L	P	F	YY	MM	DD
1	1	BOOT			0	0	1	1	1024	Y	Y					0	0	0
2	2	DIRECTORY			1	1	1	1	1024	Y	Y	Y				0	0	0
3	3	LOGOSLTART	A		2	8	7	6	10		Y					0	0	0
4	4	KIPBIO	H		9	10	2	1	645		Y					0	0	0
5	5	LOGOSLOTMC	A		11	15	5	4	780		Y					0	0	0
6	6	TICTACADAM	A		16	25	10	9	347		Y					0	0	0
7	7	ALPHABET	A		26	32	7	6	716		Y					0	0	0
8	8	LDIN	H		33	36	4	4	20		Y					0	0	0
9	9	\$\$\$\$\$\$\$\$\$\$	\$		37	38	2	2	488		Y	Y				0	0	0
10	10	\$\$\$\$\$\$\$\$\$\$	\$		39	40	2	2	433		Y	Y				0	0	0
11	11	ADCALC	H		41	43	3	3	315		Y					0	0	0
12	12	LOGOSLTART	A		44	49	6	6	8		Y					0	0	0
13	13	UTILITYWK	H		50	53	4	2	1016		Y					0	0	0
14	14	32BASPGHS	H		54	56	3	3	325		Y					0	0	0
15	15	32BASPGHS	H		57	60	4	4	406		Y					0	0	0
16	16	NIADNWS	H		61	64	4	4	768		Y					0	0	0
17	17	ADANFUT	H		65	70	6	6	536		Y					0	0	0
18	18	NIADNWS	H		71	75	5	5	295		Y					0	0	0
19	19	ADANFUT	H		76	81	6	6	464		Y					0	0	0
20	20	BLOCKS LEFT			82	159	78	0	0					Y		0	0	0

I'VE FOUND THIS PROGRAM TO BE A REAL NECESSITY IN INVESTIGATING PROGRAMS, DIRECTORY LISTS AND GETTING INTO HOW THE ADA11 STORES DATA. THE PROGRAM IS EASY TO USE AND EVEN SOUNDS AN ALARM IF YOU HIT A WRONG KEY (LIKE MANY COMMERCIAL PROGRAMS).

THIS PROGRAM IS 21 BLOCKS LONG AND IS ALMOST 10 PRINTED PAGES. HENCE, RATHER THEN PRINT IT IN THE NEWSLETTER IT WILL BE AVAILABLE, ALONG WITH UTTLCOPY AND OTHER UTILITY PROGRAMS ON THE NIAD PD UTILITY VOLUME I - SEE THE PRODUCT LIST FOR ORDERING.



THE ADAM PROGRAMMER'S TOOLBOX  
BY BOB LENNES

THIS MONTH, YOU WILL LEARN ABOUT SEVERAL INTERESTING PEEK, POKE, AND CALL LOCATIONS IN SMARTBASIC.

How High You Can Poke

ACCORDING TO THE SMARTBASIC MANUAL, THE POKE COMMAND WILL NOT FUNCTION WHEN YOU TRY TO POKE VALUES INTO ANY ADDRESSES HIGHER THAN 54160. WHEN YOU POKE A VALUE INTO AN ADDRESS HIGHER THAN 54160, THE PEEK VALUE DOESN'T CHANGE TO THAT VALUE! THIS CAN BE CHANGED BY CHANGING THE VALUES OF TWO LOCATIONS, 16149 AND 16150, WHERE  $PEEK(16149)+256*PEEK(16150)=$  THE HIGHEST ADDRESS YOU CAN POKE VALUES INTO. BY POKING THE VALUE 255 INTO BOTH OF THESE LOCATIONS, THE POKE COMMAND WILL WORK WHEN YOU POKE A VALUE (0-255) INTO ANY ADDRESSES UP TO AND INCLUDING 65335. THIS CAN BE USEFUL WHEN YOU WANT TO CHECK FOR KEYPRESS BY USING PEEK(64885) AS SHOWN IN THE FOLLOWING EXAMPLE:

```
10 REM YOU CAN USE THIS TO MAKE A TEXT EDITOR
20 REM OR AS AN ALTERNATIVE TO INPUT,
30 REM ALLOWING THE USE OF COMMAS IN LINES.
40 POKE 16150,255: REM YOU ONLY NEED TO CHANGE THE
    HTGH ORDER BYTE VALUE
50 TEXT: HTAB 6: ?"PRINTING KEYPRESSES"
60 VTAB 2
70 POKE 64885,0
80 IF PEEK(64885) THEN 100
90 GOTO 80
100 KY=PEEK(64885)
110 REM INSERT FEATURES HERE LIKE: IF KY=? THEN ??
150 IF KY=13 THEN ?CHR$(27): ?"LINE=";LN$: LN$=""
160 IF KY<32 AND KY>126 THEN 70
200 REM PRINT CHARACTER
210 ?CHR$(KY);: LN$=LN$+CHR$(KY)
220 IF LEN(LN$)>254 THEN KY=13: GOTO 150
230 GOTO 70
```

THE PREVIOUS PROGRAM WAS JUST A VERY SIMPLE EXAMPLE TO SHOW YOU HOW TO USE THE 64885 LOCATION. YOU CAN ADD SPECIAL FUNCTIONS (SUCH AS BACKSPACE, DELETE, INSERT, OR ALLOWING THE INPUT OF SEVERAL LINES BY USING STRING ARRAYS).

PAUSE (SAME AS CONTROL-S)

THE ADDRESS 16136 CAN BE USED TO EITHER WAIT FOR A KEYPRESS, OR AS A SUBSTITUTE FOR PUSHING THE 'S' KEY WHILE HOLDING DOWN THE 'CONTROL' KEY.

WHEN YOU POKE THE VALUE 0 (ZERO) INTO THE LOCATION 16136 ADAM WILL CONTINUE TO OPERATE UNTIL IT HAS TO PRINT OUT A CHARACTER ON THE SCREEN. IT WILL THEN 'PAUSE' UNTIL A KEY IS PRESSED. THIS FUNCTION CAN BE USED IN AN ACTION PROGRAM AS SHOWN:

```
100 REM ACTION
110 IF PDL(11)+PDL(10) THEN GOSUB 500
120 REM IN LINE 110, IF THE KEYPAD ON ANY OF THE
    CONTROLLERS IS PUSHED THEN GO TO 500 AND RETURN
130 REM MORE ACTION
490 GOTO 100
500 TEXT: ?" PUSH ANY KEY TO CONTINUE"
510 POKE 16136,0
520 ? : RETURN: REM BEFORE RETURNING, YOU WILL WANT TO
    RE-SETUP YOUR SCREEN, IF NECESSARY.
```

OR USE THE 'PAUSE' FUNCTION THIS WAY:

```
10 REM TITLE SCREEN
100 VTAB 23: HTAB 9: ?"PUSH ANY KEY";
110 POKE 16136,0: ? : REM INSTRUCTIONS OR OPTIONS
120 REM THEN YOU COULD USE IT AGAIN BEFORE THE
130 REM PROGRAM CONTINUED.
```

LAST COORDINATES: HPLOTTED

THE LOCATION 16763 CONTAINS THE VALUE OF THE LAST X-COORDINATE HPLLOT-ED WHILE 16764 CONTAINS THE VALUE OF THE LAST Y-COORDINATE THAT WAS 'HPLLOT'-ED. WHENEVER YOU USE THE COMMAND HGR OR HGR2 THESE VALUES CHANGE TO 255. THESE LOCATIONS CAN BE USED IN ANY PROGRAM THAT USES HIGH RESOLUTION GRAPHICS INSTEAD OF VARIABLES TO KEEP TRACK OF 'WHERE YOU ARE'.

COLOR OF TEXTWINDOW

IN ADDITION TO CHANGING THE COLOR OF THE TEXTWINDOW IN TEXT MODE WITH THE LOCATION 17059, YOU CAN ALSO CHANGE THE COLOR OF THE TEXTWINDOW IN THE HGR MODE WITH THE LOCATION 25431.

SOME INTERESTING CALLS

THERE ARE SOME INTERESTING CALLS IN SMARTBASIC WHICH ONLY DO THE SAME THING A SINGLE COMMAND WOULD DO, BUT YOU CAN USE THEM TO IMPRESS YOUR FRIENDS:

```
CALL 19529 -SAME AS 'STOP'
CALL 17008 -SAME AS 'TEXT'
CALL 19520 -SAME AS PRESSING THE HOME KEY
CALL 12137 -GET CHARACTER
CALL 12159 -INPUT LINE
CALLING 19504 THROUGH 19526 WILL PRINT A CHARACTER
```

MAZEESCAPE FOR ADAM (IN BASIC)

IN THIS GAME, THE COMPUTER DEVISES A DIFFERENT MAZE EACH TIME AND YOU HAVE TO ESCAPE. TO GET A COPY, SEND \$2. & A BLANK DDP OR DISK W/ ANOTHER \$2. FOR SHIPPING TO BOB LENNES, 14637 ATLANTIC, DOLTON, IL 60419.

WE ARE CONTINUING OUR DISCUSSION OF AN INVENTORY SYSTEM THIS MONTH. I HAVE CONSTRUCTED A MODEL THAT MAY BE MORE COMPREHENSIVE THEN SOME OF YOU MAY NEED BUT YOU CAN ALWAYS TAKE SOME OF THE COLUMNS OUT THAT MAY NOT APPLY TO YOUR NEEDS. I HAVE SET UP THE INVENTORY TO PROVIDE BOTH AN ITEM COUNT OF STOCK AND THE WHOLESALE AND RETAIL VALUE OF THAT STOCK. HERE IS A PRINT OUT OF THE FIRST SEVERAL ROWS OF THE INVENTORY PROGRAM:

THE FOLLOWING IS A PRINT OUT OF THE ACTUAL MODEL THAT YOU CAN INPUT USING SMARTWRITER AND CONVERT TO AN ADAMCALC FILE AS EXPLAINED IN THE FEBRUARY NEWSLETTER ADAMCALC WORKSHOP. I WOULD SUGGEST YOU INPUT THE MODEL, LOAD IT IN USING ADAMCALC AND THEN MODIFY IT TO SUIT YOUR NEEDS.

ADAMCalcADAMCalcAD/  
CalcADAMCalcADAMCa'  
ADAMCalcADAMCalcAF  
CalcADAMCalcADAMC;  
ADAMCalcADAMCalcA  
CalcADAMCalcADAM/  
ADAMCalcADAMCalc  
CalcADAMCalcADAN  
ADAMCalcADAMCaI

1	2	3	4	5	6	7	8
VENDOR	ITEM #	DESCRIPTION	UNIT COST	UNIT RETAIL	INVENTORY SYSTEM	ITEM COUNT	STOCK COST
COLECO HDW							
	7817	DISK DRIVE		\$195.00		1	
	2409	ADD'L DATA DRIVE		\$135.00		1	
	7818	MODEM		\$69.95		4	
	7815	ADDRESS BK/DIALER		\$31.95		3	
	2562	64K EXPANDER		\$130.00		2	
	2564	DDP'S		\$4.75		15	
	2564(10)	DDP'S (10)		\$39.95		4	
	7830	MONITOR CBLE		\$8.95		2	

9	10	11	13
ITEMS ON ORDER	ON ORDER COS	RETAIL VALUE	
3		\$780.00	
0		\$135.00	
0		\$279.80	
0		\$95.85	
0		\$260.00	
2		\$80.75	
1		\$199.75	
4		\$53.70	
		\$123.75	
		\$.00	
		\$.00	
		\$.00	
		\$.00	
		\$66.60	

I'D LIKE TO POINT OUT THE USE OF THE "NAMES" FUNCTION IN ADAMCALC BY WHICH YOU CAN GIVE EACH ROW OR COLUMN A SPECIFIC NAME THAT CAN BE USED IN THE FORMULAS YOU CONSTRUCT. I USED THIS FUNCTION FOR THE COLUMNS IN MY INVENTORY MODEL. SPECIFICALLY, I "NAMED" COLUMN 6 "UNITRET", COLUMN 9 "ONORDER" AND COLUMN 7 "INVCOUNT". I THEN USED THESE NAMES IN MY FORMULAS FOR CALCULATING THE RETAIL VALUE OF MY INVENTORY. I THINK YOU WILL FIND THIS A MUCH EASIER METHOD OF CONSTRUCTING YOUR FORMULAS THEN USING THE FIXED OR RELATIVE ROW/COLUMN DESIGNATIONS. LETS LOOK AT THIS FORMULA: [R,UNITRET]\*([R,ONORDER]+[R,INVCOUNT]) THIS IS TRANSLATED INTO: TAKE THE NUMBER IN THE SAME ROW (HENCE YOU DON'T HAVE TO INDICATE THE SPECIFIC

ROW) AND IN THE COLUMN "NAMED" UNITRET AND MULTIPLY IT BY THE SUM OF THE NUMBERS IN THE SAME ROW AND IN THE COLUMNS "NAMED" ONORDER AND INVCOUNT. I FIND THIS AN EASY WAY TO BOTH ENTER MY FORMULAS AND TO MAKE SOME SENSE OUT OF THEM WHEN I HAVE TO READ THEM. BY USING THIS METHOD YOU CAN USE THE "COPY CELL" FUNCTION TO COPY THE FORMULA IN COLUMN 13 FROM ROW TO ROW WITHOUT CHANGING IT, SINCE THE ONLY DIFFERENCE IN THE FORMULA IS THE ROW AND THIS IS HANDLED BY THE FIRST "R" IN THE FORMULA.

```

#1,7;<TEXT;INVENTORY SYSTEM
#1,13;>TEXT;
#1,14;<TEXT;6/1/85
#2,1;<TEXT;VENDOR
#2,2;<TEXT;ITEM #
#2,3;<TEXT;    DESCRIPTIN
#2,4;<TEXT;ION
#2,5;<TEXT;UNIT COST
#2,6;<TEXT;UNIT RETAIL
#2,7;<TEXT;ITEM COUNT
#2,8;<TEXT;STOCK COST
#2,9;<TEXT;ITEMS ON ORDER
#2,10;<TEXT;ER
#2,11;<TEXT;ON ORDER COST
#2,12;<TEXT;T
#2,13;>TEXT;RETAIL VALUE
#2,14;<TEXT;
#4,1;<TEXT;COLECO HDW
#6,2;<TEXT;7817
#6,3;<TEXT;DISK DRIVE
#6,4;<TEXT;
#6,5;<TEXT;
#6,6;<MONEY;195.00
#6,7;<WHOLE#;1
#6,8;<MONEY;
#6,9;<WHOLE#;3
#6,10;<WHOLE#;
#6,13;>MONEY;[R,UNITRET]*([R,ONORDER]+[R,INVCOUNT])
#6,14;<DEFAULT;
#7,2;<WHOLE#;2409
#7,3;<TEXT;ADD'L DATA DR
#7,4;<TEXT;RIVE
#7,5;<TEXT;
#7,6;<MONEY;135
#7,7;<WHOLE#;1
#7,8;<WHOLE#;
#7,9;<WHOLE#;0
#7,10;<WHOLE#;
#7,11;<WHOLE#;
#7,12;<WHOLE#;
#7,13;>MONEY;[R,UNITRET]*([R,ONORDER]+[R,INVCOUNT])
#7,14;>MONEY;
#9,2;<WHOLE#;7818
#9,3;<TEXT;MODEM
#9,4;<TEXT;
#9,5;>DEFAULT;
#9,6;<MONEY;69.95
#9,7;>DEFAULT;4
#9,8;>DEFAULT;
#9,9;>DEFAULT;0
#9,10;>DEFAULT;
#9,11;>DEFAULT;
#9,12;>DEFAULT;
#9,13;>MONEY;[R,UNITRET]*([R,ONORDER]+[R,INVCOUNT])
#9,2;<WHOLE#;7815
#9,3;<TEXT;ADDRESS BK/DIALER
    
```

**SMARTLOGO WORKSHOP**

\* \* ONE-ARMED-BANDIT \* \*

BY

KIP H. HAMMOND

LOGO FANS...IT'S TIME FOR A LITTLE GAMBLIN' LAS VEGAS  
STYLE!! USING SMARTLOGO, WE ARE GOING TO BUILD A SLOT  
MACHINE. HERE GOES:

```

TO WINFAN
MAKE "F 150
SETBG 15
REPEAT 5 [TOOT 0 :F 15 2 TOOT 1 :F + 50 15 2 TOOT 2 :F
+ 100 15 2 MAKE "F :F + 300]
SETBG 12
REPEAT 5 [TOOT 0 :F 15 2 TOOT 1 :F - 50 15 2 TOOT 2 :F
- 100 15 2 MAKE "F :F - 300]
END
    
```

```

TO OUT
TELL 3 PU
SETPC 1 HOME BK 20 SETX -45
PD REPEAT 3 [REPEAT 2 [FD 40 RT 90 FD 30 RT 90] SETX
XCOR + 30]
PU SETPC 14
LT 45
REPEAT 3 [FD 10 PD FILL PU BK 10 SETX XCOR - 30]
HOME
END
    
```

```

TO PULL
RECYCLE
SETCURSOR [1 6] PR []
TELL 0 ROLL
COLORCHECK
TELL 1 ROLL
COLORCHECK
TELL 2 ROLL
COLORCHECK
WIN
END
    
```

```

TO COLORCHECK
IF SHAPE = 1 [SETC 1]
IF SHAPE = 2 [SETC 6]
IF SHAPE = 3 [SETC 10]
IF SHAPE = 4 [SETC 13]
IF SHAPE = 5 [SETC 4]
END
    
```

```

TO ROLL
MAKE "A 1
REPEAT ( RANDOM 100 + 1 ) [SETSH :A MAKE "A :A + 1 IF
:A > 5 [MAKE "A 1]]
END
    
```

```

TO FANFARE
CHANGE.COLOR 6 11
REPEAT 5 [NOISE 0 15 1 15 2] CHANGE.COLOR 11 6
END
    
```

```

TO JACK
SETCURSOR [9 6] PR [$100 JACKPOT!!]
REPEAT 10 [WINFAN]
END
    
```



TO SETUP  
HT TELL 0 PU SETX -30  
TELL 2 PU SETX 30  
TELL 1 PU  
TELL 0  
SETBG 12  
OUT OUIT  
TELL [0 1 2] SETC 1 SETSH 1 ST  
PUTSH 1 :BAR  
PUTSH 2 :CHERRY  
PUTSH 3 :LEMON  
PUTSH 4 :BELL  
PUTSH 5 :PLUM  
CT SETCURSOR [2 1]  
SETCURSOR [1 0]  
PR [PUSH FIRE] PR [BUTTON TO]  
PR [PULL \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$1]  
WHEN 4 [PULL]  
END

TO TRAY  
TELL 0 HT PU SETPC 1  
SETPOS [-50 -50] SETH 180 PD  
REPEAT 45 [FD 1 LT 2]  
FD 43  
REPEAT 45 [FD 1 LT 2] FD 1  
SETPOS [-50 -50] SETH 180  
REPEAT 15 [FD 1 LT 6]  
FD 80  
REPEAT 15 [FD 1 LT 6]  
PU SETX 0 SETH 0 BK 4 PD FILL PU  
BK 20 SETPC 4 PD FILL PU  
SETSH 29 SETPC 15 PD SHADE PU  
HOME  
END

TO ARM  
TELL 0 PU HOME  
SETPOS [73 -20]  
SETPC 4 PD  
RT 90 FD 10 LT 90 FD 50  
REPEAT 55 [FD 1 RT 5]  
SETH 180 FD 80 RT 90 FD 20  
RT 90 FD 40  
PU RT 135 FD 5 PD FILL PU HOME  
END

TO COIN  
TELL 0 PU SETPOS [25 70]  
SETH 0  
SETPC 13 PD  
REPEAT 50 [FD 1 RT 4]  
PU SETPC 13 SETH 300 FD 10  
PD FILL PU  
HOME  
SETCURSOR [19 2] PR [\$1]  
END

TO LIGHT  
TELL 0 PU HOME  
SETPOS [-40 70]  
SETPC 1 PD  
REPEAT 2 [FD 20 RT 90 FD 60 RT 90]  
PU SETPC 6 RT 45 FD 10 PD FILL PU BK 10 LT 45  
SETPC 1 PD  
REPEAT 2 [FD 20 RT 90 FD 60 RT 90]  
PU HOME  
END

TO MACHINE  
TELL 0 PU HT  
SETPOS [-65 -90]  
SETH 0 SETPC 1 PD  
FD 125  
REPEAT 45 [FD 1 RT 2]  
FD 75  
REPEAT 45 [FD 1 RT 2]  
FD 126 RT 180  
SETPOS [-65 -90]  
PU  
SETPOS [-70 -93]  
PD FD 133  
REPEAT 45 [FD 1 RT 2]  
FD 85  
REPEAT 45 [FD 1 RT 2]  
FD 134 RT 180  
SETPOS [-70 -93]  
PU RT 45 FD 3 PD FILL PU HOME  
PU HOME SETPC 9 PD FILL PU  
END

TO GAMBLE  
RECYCLE  
TELL [0 1 2] HT PU HOME  
CS MACHINE LIGHT COIN ARM TRAY SETUP  
END

TO WIN  
TELL 0 MAKE "X SHAPE  
TELL 1 MAKE "Y SHAPE  
TELL 2 MAKE "Z SHAPE  
IF ( AND :X = 1 :Y = 1 :Z = 1 ) [JACK STOP]  
IF ( AND :X = 4 :Y = 4 :Z = 1 ) [SETCURSOR [10 6] PR  
[\$18 PAYOFF] FANFARE STOP]  
IF ( AND :X = 4 :Y = 4 :Z = 4 ) [SETCURSOR [10 6] PR  
[\$18 PAYOFF] FANFARE STOP]  
IF ( AND :X = 5 :Y = 5 :Z = 5 ) [SETCURSOR [10 6] PR  
[\$14 PAYOFF] FANFARE STOP]  
IF ( AND :X = 5 :Y = 5 :Z = 1 ) [SETCURSOR [10 6] PR  
[\$14 PAYOFF] FANFARE STOP]  
IF ( AND :X = 2 :Y = 2 :Z = 1 ) [SETCURSOR [10 6] PR  
[\$10 PAYOFF] FANFARE STOP]  
IF ( AND :X = 2 :Y = 2 :Z = 2 ) [SETCURSOR [10 6] PR  
[\$10 PAYOFF] FANFARE STOP]  
IF ( AND :X = 2 :Y = 2 ) [SETCURSOR [10 6] PR [\$5  
PAYOFF] FANFARE STOP]  
IF ( :X = 2 ) [SETCURSOR [10 6] PR [\$2 PAYOFF] FANFARE  
STOP]  
SETCURSOR [10 6] PR [TRY AGAIN !!!]  
END

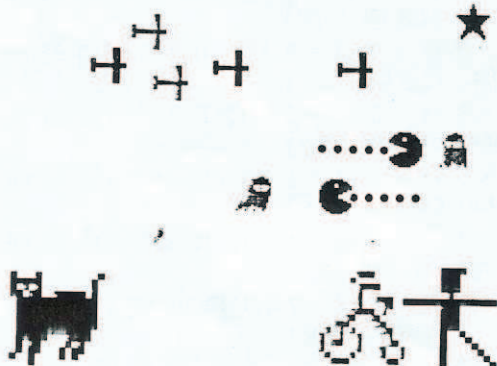
```
MAKE "STARTUP [GAMBLE]
MAKE "PLUM [0 1 3 7 15 15 15 31 31 31 15 15 15 7 3 1
128 0 192 224 240 248 248 248 248 248 240 240
240 224 192]
MAKE "BELL [3 7 15 15 7 3 7 15 31 63 63 127 127 255
255 255 192 224 240 240 224 192 224 240 248 252 252
254 254 255 255 255]
MAKE "LEMON [0 7 31 127 127 255 255 255 255 127 63
31 7 0 0 0 224 252 254 254 255 255 255 255 255
254 252 240 0 0]
MAKE "CHERRY [0 0 3 7 15 31 31 63 63 63 63 31 15 7
0 2 2 194 244 248 252 252 252 252 248 248 240 224
128 0]
MAKE "BAR [0 0 0 255 142 181 181 140 181 181 181 141
255 0 0 0 0 255 99 173 173 35 167 171 173 173 255
0 0 0]
```

THIS IS A \$1 SLOT MACHINE, AND THE PAYOFFS ARE SIMILAR TO LAS VEGAS PAYOFFS. ONE CHERRY PAYS \$2, TWO CHERRIES PAYS \$5, AND THREE CHERRIES OR TWO CHERRIES AND A BAR PAY \$10. THREE PLUMS OR TWO PLUMS AND A BAR PAY \$14, AND THREE BELLS OR TWO BELLS AND A BAR PAY \$18. THREE BARS IS OF COURSE THE JACKPOT. LEMONS HAVE NO VALUE. USE THE LEFT FIRE BUTTON ON GAME CONTROLLER #1 TO PULL THE HANDLE.

SINCE THERE ARE FIVE SYMBOLS USED (BAR, LEMON, CHERRY, BELL AND PLUM), THAT MEANS THAT THERE ARE 125 COMBINATIONS POSSIBLE IN THE THREE WINDOWS. THEREFORE, THE ODDS ARE 1 IN 125 OF HITTING THE JACKPOT. HITTING THE PAYOFF FOR THREE CHERRIES, BELLS, OR PLUMS IS 1 IN 62.5, HOWEVER, BECAUSE THE BAR ACTS AS A WILDCARD IN THE THIRD WINDOW. YOU WILL HAVE A LOT OF SMALLER PAYOFFS BECAUSE THE ODDS OF A SINGLE CHERRY IN THE FIRST WINDOW ARE 1 IN FIVE, AND FOR TWO CHERRIES IS 1 IN 25.

TYPE GAMBLE TO START THE PROGRAM IF YOU DON'T USE THE MAKE "STARTUP [GAMBLE] PROCEDURE.

HAPPY GAMBLING!!!



WELL, AS STATED, THINGS ARE REALLY HEATING UP IN THE CPM 2.2 AREA. SOFTWARE IS COMING OUT FROM EVERY WHERE !!

THANKS TO YOU WHO HAVE SUBMITTED PROGRAMS TO THE NIAD LIBRARY. ONE IMPORTANT NOTE IS THE "LIBRARY" CONCEPT IN CPM WHICH ALLOWS MULTIPLE FILES TO BE MERGED TOGETHER AND INSERTED INTO A SINGLE "LIBRARY" FILE. THIS GREATLY REDUCES THE SPACE REQUIRED TO STORE MULTIPLE FILES ON A DISK. ADDITIONALLY THERE IS A SQZ.COM PROGRAM THAT REDUCES THE SIZE OF AN INDIVIDUAL FILE, ESPECIALLY THE LARGER FILES BY COMPRESSING THE DATA IN THE FILE. THESE ARE BASIC CPM UTILITY PROGRAMS THE ANY SERIOUS CPM'R NEEDS TO MANAGE THE MULTIPLE FILES THEY WILL END UP WITH (ALONG WITH ALOT OF DISKETTES !)

HERE IS A LIST OF THE CURRENT NIAD CPM 2.2 LIBRARY FOR SOFTWARE EXCHANGE:

1. ADMBOO - FIRST ADAM MODEM PROGRAM TO TRANSFER BINARY FILES
2. MODEM7MM - ADAPTION OF THE POPULAR MODEM 7 PROGRAM FOR THE ADAM
3. M7ADM/1 - ADAPTION OF MODEM740 (MORE CURRENT VERSION OF MODEM7) FOR THE ADAM
4. SD - PROGRAM TO GIVE AN EXPANDED DIRECTORY LIST INCLUDING FILE SIZE, SPACE REMAINING, ETC.
5. / - GIVES ABILITY TO STRING MULTIPLE COMMANDS TOGETHER AND HAVE THEM EXECUTED SEQUENTIALLY.
6. UNERA19 - RECOVERS A FILE THAT HAS JUST BEEN ERASED
7. LU300 - LIBRARY UTILITY PROGRAMS THAT CREATE AND MANAGE MULTIPLE FILES INTO A LIBRARY
8. ADAMFIL - FILTER PROGRAM FROM THE ADAM CPM 2.2 MANUAL
9. CREATE - TEXT ENTRY PROGRAM FOR "DOC" FILES
10. DISPLAY - FOR DISPLAYING ASCII TEXT FILES
11. HALLEY - PROGRAM FOR CALCULATING WHERE THE COMET IS !
12. BASEBALL - TEXT GAME
13. MARKET - TEXT GAME
14. INVENTY - INVENTORY PROGRAM
15. SQZ & USQ - SQUEEZE UTILITIES

MORE IS ON THE WAY AS WELL !!!!!!!

THE RS232 INTERFACE WILL BE A GREAT BOON TO YOU CPM LOVERS BECAUSE OF THE GREAT NEED FOR HIGH SPEED PRINTING - BOY IS IT NICE TO PRINT OUT A DOC FILE AT 9600 BAUD ! THE 80 COLUMN CARD WILL ALSO BE GREAT. WELL, SO MUCH FOR THIS MONTH. WE SHOULD ALL BE VERY THANKFULL THAT CPM 2.2 MADE IT OUT BEFORE COLECO DECIDED TO DUMP THE ADAM.

WHOOPS, FORGOT ONE MORE NIAD PD LIBRARY PROGRAM:  
16.SDDU - SINGLE DISK DRIVE FILE COPY PROGRAM

## REVIEWS

AUTOAID BY W. MOTEL/ D. ZIMMERMAN

TO QUOTE THE INSTRUCTIONS, AUTOAID IS A SET OF AUTOMATIC AIDS FOR THE BASIC PROGRAMMER. THESE AIDS CAN BE THOUGH OF AS A SET OF FEATURES OR FUNCTIONS THAT ARE NOT FOUND IN THE STANDARD SMARTBASIC FROM COLECO. ACTUALLY, AUTOAID CONSISTS OF TWO MAJOR FUNCTIONS:

1. THE ENHANCED FUNCTIONS FOR SMARTBASIC AND
  2. ASSEMBLY LANGUAGE ROUTINES TO DO VARIOUS FUNCTIONS.
- AUTOAID COMES ON A DDP WHICH INCLUDES BASIC SO ALL YOU HAVE TO DO IS HIT COMPUTER RESET AND THE HELLO PROGRAMS AUTOMATICALLY LOADS AUTOAID FOR YOU. AUTOAID SITS IN LOW MEMORY LOCATIONS 27407 TO 32499, OCCUPYING 5000 BYTES OF DATA. HOWEVER, THERE ARE ASSEMBLY ROUTINES INCLUDED THAT CAN REDUCE THE AMOUNT OF SPACE OCCUPIED BY AUTOAID. THE PROGRAM'S FUNCTIONS CAN BE TURNED ON AND OFF WITH THE PRESS OF A KEY. YOU CAN USE AUTOAID TO KEY IN YOUR PROGRAMS, EXIT AUTOAID, RESET LOWEM AND YOU WILL HAVE THE FULL MEMORY RESTORED TO EXECUTE YOUR PROGRAM WITHOUT REBOOTING SMARTBASIC. HOWEVER, IF YOU HAVE ANY CURRENT BASIC PROGRAMS WHICH USE THIS LOW MEMORY SPACE YOU WILL HAVE TO MODIFY THEM ACCORDINGLY.

THE STRONG POINT OF AUTOAID IS ITS ABILITY TO MAKE NEW BASIC PROGRAM DEVELOPMENT EASIER, NOT IMPROVE THE RUNNING OF YOUR CURRENT BASIC PROGRAMS.

THE FUNCTIONS ADDED TO SMARTBASIC ARE:

1. AUTOMATIC LINE NUMBER GENERATION BASED ON AN INCREMENT YOU SELECT.
2. PRE-DEFINED FUNCTION KEYS - PRINT KEY (PR#1); INSERT AND MANY OTHERS PLUS THE ABILITY TO DEFINE THE SMART KEYS AND MOST OTHER KEYS TO SPECIAL FUNCTIONS
3. CAPS LOCK FOR ONLY THE ALPHA KEYS (FINALLY).
4. KEY CLICK
5. PRINTER CONTROL - TOP OF PAGE FORM FEED; SKIP OVER PERFORATION; INDENT OF LEFT MARGIN; USE OF A PRINT BUFFER TO ALLOW PRINTING AND CONTINUATION OF BASIC DEVELOPMENT SIMULTANEOUSLY - THIS FUNCTION ALSO USES THE 64K EXPANDER AS THE PRINT BUFFER FOR LARGE PROGRAMS.

ASSEMBLY LANGUAGE ROUTINE PROVIDE:

1. USE OF THE ADAM'S SOUND CHIP
2. LOW RES GRAPHICS HANDLING
3. SPRITE DEFINITION AND USAGE
4. READING THE KEYBOARD
5. ALTERING OF CHARACTER AND BACKGROUND COLORS
6. READ/ WRITE TO THE 64K EXPANDER

SHORT DEMO PROGRAMS ARE INCLUDED TO SHOW THE ASSEMBLY

LANGUAGE ROUTINES CAPABILITIES.

AS YOU CAN SEE THERE ARE ALOT OF FUNCTIONS PROVIDED TO AID THE SMARTBASIC PROGRAMMER. I HAVE LOADED MY PRE-DEFINED FUNCTIONS OUT TO MY PROGRAMMING BASIC TAPE SO THEY ARE AUTOMATICALLY LOADED WHEN I BOOT BASIC UP. THIS IS VERY USEFUL BECAUSE WITH A LITTLE PRACTICE YOU WILL KNOW BY HEART WHICH KEYS ARE WHICH COMMANDS. AT FIRST IT IS HELPFUL TO PUT SOMALL STICKERS BY EACH PRE-DEFINED KEY WITH ITS COMMAND WRITTEN ON IT. BE SURE TO INCLUDE A SPACE AT THE BEGGING AND END OF THE COMMAND YOU ARE DEFINING SO YO WON'T HAVE TO TYPE ONE IN EACH TIME YOU USE THE KEY. THIS WILL SPEED UP YOUR KEYING. THE DEFINITIONS OF THE KEYS CAN BE CHANGED AT ANY TIME.

WITH JUST A FEW HOURS USING THIS PROGRAM I WONDER HOW I EVER MANAGED TO GET ALONG WITHOUT IT. FROM SIMPLY TYPING IN PROGRAMS FROM MAGAZINES TO DESIGNING YOUR OWN ITPROGRAM CONTENT AND NOT BE BURDENED DOWN BY ENTERING LINE NUMBERS AND COMMANDS. HOW MANY TIMES HAVE YOU BEEN SO-BLURRY EYED FROM KEYING THAT YOU REPEATED LINE NUMBERS ONLY TO FIND OUT LATER THAT YOU HAVE DELETED EXISTING LINES?

BASICALLY, WHAT YOU HAVE IS MUCH OF WHAT WAS LEFT OUT OF SMARTBASIC, AND SUPPOSEDLY TO BE INCLUDED IN THE NOW-EXTINCT BASIC 2.0. I DON'T THINK YOU WILL BE DISAPPOINTED IN IT, BUT YOU WILL HAVE TO SPEND SOME TIME EXPERIMENTING WITH THE ASSEMBLY LANGUAGE ROUTINES. THE PRINT BUFFER FEATURE IS VERY NICE, AS IT ACTS LIKE THE ADAMCALC PRINT FUNCTION WHICH WAS DESCRIBED IN LAST MONTHS REVIEW OF THE 64K EXPANDER. AUTOAID'S USE OF THE 64K AS A BUFFER AREA ALSO MAKES IT USEFUL FOR STACKIN UP MULTIPLE PROGRAMS FOR LISTING - I.E.:

```
LOAD PROGRAM 1
PR#1
LIST
PR#0
LOAD PROGRAM 2
PR#1
LIST
```

THIS TRANSFERS PROGRAM 1 FOLLOWED BY PROGRAM 2 TO THE 64K AND PRINTS THEM FROM THERE. YOUR ADAM IS NOW FREED UP TO DO ANYTHING ELSE WHILE THEY ARE PRINTING. YOU CAN EVEN HAVE THE PROGRAM EXECUTION PRINT STATEMENTS GO THE 64K FOR PRINTING.

LET NIAD KNOW HOW MANY OF YOU HAVE AUTOAID SINCE WE COULD WORK UP SOME PROGRAMS USING THE ASSEMBLY LANGUAGE ROUTINES.

RATING -A

AUTOAID WAS DEVELOPED AND IS MARKETED BY FUTUREVISION. IT IS AVAILABLE ON DDP FOR \$ 29.95.

### THE HACKER'S GUIDE TO ADAM BY D. ZIMMERMAN

PETER AND HIS SON BEN HINKLE HAVE DONE IT AGAIN. THEY ARE THE ONES WHO GOT TIRED OF WAITING FOR COLECO TO RELEASE INFORMATION ON ADAM AND STARTED THEIR OWN RESEARCH AND PUBLISHED INFORMATION FOR ADAM EXPLORERS (SEE REVIEW IN FEBRUARY NIAD ISSUE) WHICH EXPLORED THE INNARDS OF ADAM. THE HACKER'S GUIDE TO ADAM CONTAINS ALL THE INFORMATION OF THEIR FIRST MANUAL PLUS MUCH MORE OF WHAT PETER AND BEN HAVE DISCOVERED ABOUT ADAM'S WORKING SINCE THEN. THEY GO INTO DETAIL ON NUMBER NOTATIONS, ASSEMBLY LANGUAGE, MEMORY MAPPING, HOW SMARTBASIC IS LOADED AND USED, THE VIDEO DISPLAY PROCESSOR, GRAPHIC MODES, SPRITES, SOUND CHIP OPERATION, KEYBOARD, GAME CONTROLLERS, AND MORE. THE AUTHORS INCLUDE INFORMATION ON THE UP TO NOW SECRET OPERATION OF ADAMNET, SYSTEM OPERATING ROUTINES, THE OPERATING SYSTEM ITSELF, THE MEMORY BANK SWITCHES, TAPE AND DISK CONTROL FORMATTING, POWER SUPPLY, PRINTER CONTROL, ADAM'S EXPANSION PORTS AND EVEN GIVE PIN OUTS OF ADAM'S CHIPS.

THIS IS NOT JUST A TECHNICAL MANUAL THAT ONLY HACKERS AND EXPERIENCED PROGRAMMERS WILL FIND USEFUL OR IS LIKE MOST TECHNICAL BOOKS THAT THE LAYMAN WILL PUT ASIDE AFTER READING THE FIRST THREE PAGES. PETER AND BEN INCLUDE 18 PROGRAMS THAT ARE HELPFUL IN UNDERSTANDING ADAM'S WORKINGS. THESE PROGRAMS ARE OF HIGH QUALITY AND INCLUDE SOME EXCEPTIONAL PROGRAMS THAT THE NONPROGRAMMER WILL FIND VERY USEFUL. THERE IS A FONT EDITOR PROGRAM THAT CONTAINS A FONT SET THAT COLECO SHOULD HAVE INCLUDED WITH ADAM. TWO SOFTWARE COPYING PROGRAMS ARE INCLUDED THAT MAKE THIS MANUAL AN EXCEPTIONALLY GOOD BARGAIN. THE TAPE COPY PROGRAM SKIPS EMPTY BLOCKS AND THE CARTRIDGE COPY PROGRAM IS A NEW ADDITION TO ADAM UTILITY PROGRAMS THAT WILL ALLOW USERS TO BACKUP THEIR CARTRIDGES TO TAPE. ALL ADAM USERS SHOULD HAVE THE HACKER'S GUIDE TO ADAM FOR REFERENCE AND THE PROGRAMS ALONE ARE WORTH MUCH MORE THAN THE COST OF THE ENTIRE PACKAGE.

RATING - A

PETER AND BEN HINKLE  
117 NORTHVIEW RD  
ITHACA, NY 14850  
\$12.95

### THE ADAM HOME SOFTWARE LIBRARY BY L. MARSCHAND

THIS IS THE LATEST RELEASE FROM COLECO FOR THE ADAM, HOWEVER IT REALLY ISN'T A NEW ITEM BUT A RE-TITLING OF THE BOOK/ SOFTWARE COMBINATION PUBLISHED BY THE DILITHIUM PRESS ALMOST A YEAR AGO. THIS SAME PACKAGE (BOOK AND SOFTWARE) WAS GIVEN AS A BONUS TO ADAM PURCHASERS LAST NOVEMBER AND DECEMBER. SOME OF YOU

MAY HAVE THIS AS A RESULT OF A LATE '84 ADAM PURCHASE. THERE ARE 32 SMARTBASIC PROGRAMS CONTAINED ON A DDP ACCOMPANIED BY A 275 PAGE BOOK. THE BOOK DOES A NICE JOB OF EXPLAINING EACH PROGRAM BY PROVIDING A PURPOSE; HOW TO USE; SAMPLE PROGRAM RUN; FULL LISTING OF THE PROGRAM; EASY CHANGE SUGGESTIONS; AND DOCUMENTATION EXPLAINING ALL THE MAIN ROUTINES AND LISTING OF EACH VARIABLE USED IN THE PROGRAM. THE BOOK GOES INTO A LOT OF DETAIL, ESPECIALLY ON THE MORE COMPLEX PROGRAMS AND I THINK THE DOCUMENTATION PROVIDED IS ONE OF THE SELLING POINTS OF THIS PRODUCT. I WOULD RECOMMEND IT TO A PERSON WHO WANTS TO KNOW MORE ABOUT SMARTBASIC ROUTINES AND NEEDS IDEAS FOR THEIR OWN PROGRAMMING PROJECTS. THE DOCUMENTATION OF EACH PROGRAM CAN BE A GOOD EDUCATIONAL AID. HAVE YOU EVER GOTTEN A BASIC PROGRAM, RUN IT AND WONDERED HOW IT WORKED, LISTED IT OUT AND COULDN'T MAKE HEADS OR TAILS OF THE PROGRAM FLOW OR VARIABLES USED? I SURE HAVE, I REMEMBER TRYING TO ADAPT A BASIC STAR TREK PROGRAM AND SPENDING HOURS TRACING THE PROGRAM FLOW.

IT IS VERY DIFFICULT TO REVIEW A PRODUCT LIKE THIS BECAUSE OF THE MULTITUDE OF PROGRAMS. I WILL COMMENT ON THE PROGRAMS CONTAINED IN EACH OF THE MAJOR SECTIONS OF THE BOOK:

#### HOME/ WORK APPLICATIONS

CONTAINS 6 PROGRAMS - BIORHYTHM, CHECKBOOK, DECIDE, LOAN, MILEAGE, QUESTIONS/EXAM. NOTHING SPECIAL ABOUT ANY OF THESE PROGRAMS, THEY ARE JUST THE GENERAL PURPOSE ONES WE HAVE ALL SEEN.

#### EDUCATIONAL:

ARITHMETIC, FLASHCARD, METRIC, NUMBERS, TACHIST, VOCABULARY. THERE ARE SOME NICE PROGRAMS HERE FOR PRE-SCHOOL AND SCHOOL AGE KIDS.

#### GAME PROGRAMS

DECODE, GROAN, JOT, OBSTACLE, ROADRACE, WARI. THESE ARE WORD GAMES, DICE, ETC.

#### GRAPHICS PROGRAMS:

KALEIDO, SPARKLE, SQUARES, WALLOONS. THESE ARE GOOD ILLUSTRATIVE GRAPHICS DISPLAY PROGRAMS. YOU CAN GET SOME HINTS FROM THESE ONES.

#### MATHEMATICS PROGRAMS

CURVE, DIFFEQN, GRAPH, INTEGRATE, SIMEQN, STATS. I WOULD RATE THIS SECTION THE STRONGEST FROM THE QUALITY AND FUNCTIONALITY OF THE PROGRAMS. IF YOU WANT/NEED ANY MATH PROGRAMS THIS MAY ENOUGH OF A REASON TO BUY THE HOME SOFTWARE LIBRARY.

#### MISCELLANEOUS PROGRAMS

BIRTHDAY, PI, POWERS, PYTHAG. THREE OF THE FOUR ARE ADDITIONAL MATH PROGRAMS THAT ARE VERY GOOD.

OVERALL, AS STATED ABOVE, THE STRONG POINT OF THE HOME SOFTWARE LIBRARY IS THE EXCELLENT PROGRAM DOCUMENTATION AND ROUTINES THAT CAN BE LEARNED BY THE BEGINNING OR INTERMEDIATE BASIC PROGRAMMER. THE MATH PROGRAMS ARE THE BEST, WITH THE GRAPHICS BEING SECOND BEST. YOU HAVE TO WEIGH THE ADVANTAGES OF 32 PROGRAMS AND THE GOOD DOCUMENTATION AGAINST THE COST.

RATING - B

THIS IS THE LATEST RELEASE FROM MARTIN CONSULTING (BASIC BONANZA). THE PACKAGE CONSISTS OF A DDP AND A 50 PAGE MANUAL. ON THE DDP ARE 2 ADVENTURE GAMES AND AN ADVENTURE CREATOR PROGRAM WRITTEN IN BASIC WITH MACHINE LANGUAGE ROUTINES FOR SPRITE HANDLING WHICH ARE USED TO ADD GRAPHICS TO THE TEXT ADVENTURE GAMES. THE TWO ADVENTURE GAMES, BOMBER AND THE VISITOR UTILIZE THE ADVENTURE CREATOR PROGRAM. THEY EACH INCLUDE TEXT AND GRAPHIC ADVENTURE SCREENS. EACH OF THE TWO GAMES INCLUDE 4 GRAPHIC SCREENS THAT UTILIZE HI-RES GRAPHICS AND SPRITES. THESE GRAPHIC DISPLAYS ARE USED TO PROVIDE THE PLAYER CLUES.

THE MANUAL IS EXCELLENT AND EXPLAINS:

- AN INTRO TO ADVENTURE GAMING WITH PLAYING TIPS
- THE ADVENTURE CREATOR FRAMEWORK PROGRAM LISTING WITH AN EXCELLENT EXPLANATION OF HOW IT WORKS
- A VERY GOOD EXPLANATION OF GRAPHICS AND SPRITES WITH HOW TO DO YOUR OWN
- EXPLANATION OF THE USE OF THEIR SPRITE ROUTINES
- PROBLEMS ENCOUNTERED IN BASIC

BESIDES TWO EXCELLENT ADVENTURE GAMES YOU GET A BASE PROGRAM AND MANUAL IN WHICH YOU CAN CREATE YOUR OWN ADVENTURE PROGRAMS. THE MANUAL EXPLAINS HOW TO DO THIS AND PROVIDES AN EXCELLENT TUTORIAL ON SPRITES, WHICH BY THEMSELVES MAKE THIS PROGRAM WELL WORTH THE PRICE. MARTIN HAS COPYRIGHTED THE MANUAL AND TAPE, BUT PROVIDES YOU WITH:

- THE RIGHT TO MAKE UP YOUR OWN BACKUP COPY
- USE OF THE FRAMEWORK (ADVENTURE CREATOR) AND MACHINE LANGUAGE ROUTINES IN DEVELOPING YOUR OWN ADVENTURE GAMES. THESE SELF-CREATED GAMES CAN BE SOLD OR GIVEN AWAY.

THE ONLY PROBLEM I NOTICED, AND THIS IS NOT THEIR FAULT, IT IS BASIC'S, IS THE SLOWNESS OF THE HI-RES PLOTS. ON SOME OF THE GRAPHIC/SPRITE SCREENS, THE PLOTS TAKE A WHILE, HOWEVER THE PLUS SIDE IS A MUCH MORE ENJOYABLE ADVENTURE GAME.

ON THE PLUS SIDE, THEY DO HAVE A SAVE/LOAD FEATURE WHICH ALLOWS YOU TO SAVE A PARTIALLY COMPLETED GAME TO RESTART LATER.

MARTIN CONSULTING HAS DONE AN EXCELLENT JOB ON THIS PROGRAM. THEY MADE THE PROGRAMS EASY TO USE AND PROVIDE EXCELLENT DOCUMENTATION FOR YOUR OWN GAME DEVELOPING. SPRITES ARE VERY WELL EXPLAINED AND ROUTINES PROVIDED FOR YOUR USE.

THIS PROGRAM IS A MUST FOR ALL SERIOUS ADAMITES, WHETHER YOU ARE INTO TEXT ADVENTURE GAMES, WANT TO LEARN ABOUT THEM, WANT TO DO WORK WITH SPRITES, ITS ALL HERE IN ONE PACKAGE FOR AN EXCELLENT PRICE. ONE HINT, READ THE WARNING ABOUT PLAYING BOMBER FIRST, BEFORE READING THE GAME MAP ON PAGE 5 OF THE MANUAL. THEY USE BOMBER AS AN EXAMPLE AND IF YOU READ THE MAP THE GAME WILL BE TOO EASY. HOWEVER, IT IS THERE FOR HINTS IF YOU REALLY GET STUCK.

RATING - A+

YOUR GOAL IS TO HELP AN ALIEN VISITOR FIND ITS MOTHER SHIP WITHIN 43 HOURS. YOU MUST FIRST FIND THE VISITOR. BOTH YOU AND THE VISITOR HAVE VARIOUS PERSONAL CHARACTERISTICS, SUCH AS INTELLIGENCE, WISDOM, CHARISMA, STRENGTH AND HEALING. BESIDES PROBLEM SOLVING, THIS GAME INVOLVES "INTERACTIVE FICTION". THE EVENTS OF THE GAME ARE DEPENDENT ON YOUR ACTIONS. YOU HAVE A ROLE PLAYING SCENARIO, CERTAIN THINGS WILL AFFECT YOUR AND THE VISITOR'S CHARACTERISTICS. THESE ACTIONS WILL AFFECT FUTURE EVENTS IN THE GAME.

YOU CONTROL THE GAME BY ENTERING IN 2 WORD COMMANDS - VERB AND NOUN. YOU ARE TOLD WHETHER YOU HAVE BEEN SUCCESSFUL OR NOT. EACH COMMAND UTILIZES 1/2 HOUR. THEREFORE, I ASSUME, YOU HAVE ONLY 96 COMMANDS (CHANCES) TO COMPLETE THE GAME. SO FAR, I'VE FOUND THE VISITOR, BUT THAT'S ABOUT IT.

## FANTASY GAMER

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3 BIG PROGRAMS FOR THE ADAM\*

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2 ADVENTURES WITH GRAPHICS  
PLUS  
ADVENTURE CREATOR

Design Your Own Adventure Games!

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BOMBER BY C. KOLANDER

YOU ARE SENT TO THE EMBASSY OF LUNARIA TO DEFUSE 3 BOMBS PLACED THERE BY TERRORISTS WHO WANT TO OVERTHROW THE GOVERNMENT. LUNARIA IS THE ONLY COUNTRY IN THE WORLD WITH A KNOWN RESERVE OF KRYPTONITE, AND THERE FOR YOU MUST PREVENT THE INCIDENT FROM HAPPENING. YOU FIND YOURSELF IN FRONT OF THE EMBASSY ARMED WITH ONLY A CAMERA. YOU MUST, AS WITH MOST TEXT GAMES, GIVE TWO WORD COMMANDS TO FIND YOUR WAY AROUND. THERE ARE DIFFERENT OBJECTS LYING AROUND THAT YOU HAVE TO PICK UP TO USE AS NEEDED, BUT YOU CAN ONLY CARRY THREE THINGS AT A TIME. THE REALLY NICE THING ABOUT THIS GAME THAT IS UNCOMMON TO MOST TEXT GAMES ARE THE USE OF SPRITE GRAPHICS TO HELP GIVE YOU CLUES. THERE IS A TIME LIMIT TO THIS GAME IN THAT IF YOU TAKE TOO LONG THE BOMBS START TO EXPLODE ONE BY ONE. I FIND THIS GAME TO BE A REAL CHALLENGE, AND A LOT OF FUN TO PLAY. THE FANTASY GAMER IS ANOTHER EXCELLENT PIECE OF SOFTWARE FROM MARTIN CONSULTING. I HIGHLY RECOMMEND IT TO ALL ADAM OWNERS WHO ENJOY TEXT ADVENTURE GAMES.

RATING - A+

BACKUP+ IS YET ANOTHER COPY PROGRAM FOR THE ADAM. THERE SEEMS TO BE A LOT OF THESE SHOWING UP NOW. OF ALL THE ONES I'VE TRIED THIS ONE IS THE ONE I LIKE BEST. THIS PROGRAM HAS A LOT OF OPTIONS, WHICH IS WHAT A GOOD UTILITY PROGRAM SHOULD HAVE. IT'S 100% MACHINE LANGUAGE, AND SELF LOADS. IT IS ALL MENU DRIVEN, AND HAS A 40K BUFFER, WHICH MEANS LESS MEDIA SWAPPING WHEN COPYING WITH ONE DRIVE. THE PROGRAM COMES WITH A VERY THOROUGH MANUAL(15 PGS.) AND TWO COPIES OF THE PROGRAM, THERE IS NO WAY TO BACK THE PROGRAM UP SO IT'S NICE THAT THEY GIVE YOU ONE WITH IT. THE PROGRAM OFFERS JUST ABOUT ANYTHING YOU WOULD WANT TO DO WITH ONE OF THIS NATURE. YOU CAN MAKE A COMPLETE BACK OF THE WHOLE DISK OR JUST PART OF IT, EITHER WAY THE PROGRAM ONLY COPIES THE USED BLOCKS SO THAT YOU DON'T HAVE TO WAIT WHILE IT COPIES A BUNCH OF BLANK ONES. IT HAS A CATALOG COMMAND SO YOU CAN SEE WHATS ON A DISK, AND A INITIALIZE THAT ALSO CORRECTS THE DISK TO DISPLAY THE CORRECT AMOUNT OF KBYTES(158). A COUPLE OF UNIQUE FEATURES OF THIS PROGRAM IS THAT IT ALLOWS SELECTIVE FILE COPYING SO THAT YOU CAN GET RID OF 'DEAD' FILE SPACE(THIS WILL TAKE 'WILDCARD' NAMES FOR EASE OF USE), AND IT HAS A COPY WITH SCREENING THAT IS USED TO BACK UP BASIC. WHEN YOU BACK UP BASIC TO DISK THE PROGRAM WILL CORRECT THE DEFAULT DRIVE, AND ALSO CORRECT INIT SO THAT YOU WILL GET 158K FROM DISK AS WELL AS THE NORMAL 253K FROM DATA PACKS. THERE ARE OTHER MANY FINE FEATURES TO THIS PROGRAM AS WELL AS THOROUGH ERROR MESSAGING. I HAVE MADE BACKUPS OF BUCK ROGERS, DRAGON'S LAIR AND ZAXXON TO DATA PACK WITH IT WITH NO PROBLEMS(STILL CAN'T COPY DK OR DK JR.). I HIGHLY RECOMMEND THIS PROGRAM TO ANYONE LOOKING FOR A VERY USEFUL COPY PROGRAM, AS THIS ONE IS WELL SUITED TO BACKING UP OR JUST PLAIN CLEANING UP YOUR DISKS OR TAPES.

RATING - A

ASCOM BY C. KOLANDER

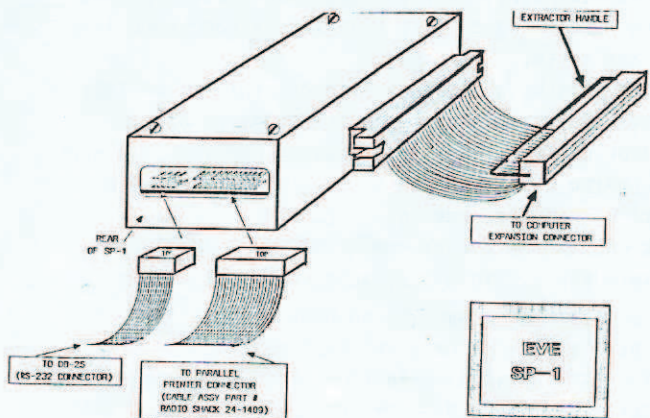
ASCOM IS A TELECOMMUNICATIONS PROGRAM FOR USE WITH CP/M SYSTEMS. IT ALLOWS UP/DOWNLOADING WITH VARIOUS PROTOCOLS, ASCII TRAP, SIG/M ECT., AND ALLOWS A LOT OF DIFFERENT OPTIONS. SOME OF THE OPTIONS TO CHOOSE FROM ARE SETTING YOUR PARAMETERS(BAUD RATE, LINEFEED, ECHO, ECT.), TYPE OF FILE TRANSFER AND OPERATING MODE. THE OPERATING MODE ALLOWS YOU TO SET UP A 'BATCH' OF COMMANDS THAT CAN THEN BE USED TO RUN ASCOM. THE MANUAL(140+ PAGES) IS VERY COMPLEX AND A LITTLE HARD TO FOLLOW, WHICH IS WHY ITS REAL NICE THAT THE PROGRAM ITSELF HAS A VERY EXTENSIVE HELP FILE THAT COVERS ALL ASPECTS OF THE PROGRAM. THIS PROGRAM ISN'T REALLY THAT HARD TO USE ONCE YOU GET USE TO IT, IT IS ALL MENU DRIVEN, BUT IT DOES HAVE A LOT

MORE TO IT THAN ADAMLINK. MOST OF THE PARAMETERS AS WELL AS TRANSFER TYPE ARE NOT SET FOR YOU AS WITH LINK, SO YOUR FIRST ORDER OF BUSINESS IS TO SET ALL OF THESE UP. THE DISPLAY IS 80 COLUMN(OF COURSE) WHICH MAKES READING A LITTLE HARDER, AS YOU HAVE TO HOLD DOWN THE CONTROL KEY AND KEEP PRESSING THE CURSOR KEYS, A LITTLE HARD TO DO WHILE THE SCREEN IS ROLLING BY. ALL IN ALL THIS IS A REAL NICE PROGRAM AND WORKS WELL WITH ADAM, BUT FOR 139.00 I DON'T KNOW. IT MIGHT BE BETTER TO JUST USE A MODEM7 PROGRAM WHICH IS FREE FROM PUBLIC DOMAIN AND DOES MANY OF THE SAME THINGS.

B+

SP-1 SERIAL/ PARALLEL INTERFACE BY L. HARSCHAND

ADAM FINALLY HAS ITS INTERFACE TO THE OUTSIDE WORLD, THE SP-1 FROM EVE ELECTRONICS. AS MANY OF YOU KNOW, THE ADAM IS TIED TO ITS PRINTER, MODEM AND DISK DRIVE BY A UNIQUE COMMUNICATION PROTOCOL CALLED ADAMNET. THIS IS ALL WELL AND GOOD, BUT IT DOES PREVENT THE ADAM FROM BEING ABLE TO COMMUNICATE WITH SOME STANDARD COMPUTER DEVICES - OTHER PRINTERS, MODEMS AND A HOST OF MISCELLANEOUS DEVICES. WELL, NO LONGER IS THE ADAM LIMITED TO WORKING WITH ONLY OTHER ADAM DEVICES THANKS TO HANK SZRETTER OF EVE ELECTRONICS WHO HAS DEVELOPED A SERIAL AND PARALLEL INTERFACE ADAPTER FOR THE ADAM. LETS TALK DEFINITIONS - "SERIAL INTERFACE" OR RS232 INTERFACE AS IT IS KNOWN IS A SPECIFIC COMMUNICATIONS PROTOCOL THAT IS AN INDUSTRY STANDARD FOR COMPUTER INTERFACES; "PARALLEL INTERFACE" IS ALSO AN INDUSTRY STANDARD, PRIMARILY FOR PRINTER INTERFACES. THE SP-1 CONSISTS OF A 3x6x2 INCH BOX THAT CONNECTS VIA A SUPPLIED RIBBON INTO THE EXPANSION PORT ON THE SIDE OF THE ADAM. ON THE OTHER SIDE OF THE BOX ARE TWO CONNECTORS THAT PROVIDE THE SERIAL AND PARALLEL INTERFACES. A SERIAL CABLE IS ALSO PROVIDED.



THE UNIT IS EASY TO INSTALL INTO THE ADAM. THE INTERFACE AT THE OTHER END WILL DEPEND ON WHAT KIND OF DEVICE YOU HAVE. THE MOST COMMON USE WILL BE TO INTERFACE WITH ANOTHER PRINTER AND MOST PRINTERS TO DAY REQUIRE A PARALLEL INTERFACE. HENCE, ALL YOU WILL NEED TO DO IS BUY A PARALLEL INTERFACE CABLE (RADIO SHACK PART # IS PROVIDED) PLUG IT IN TO THE SP-1 AND YOU ARE READY TO GO. YOU WILL HAVE TO LEAVE YOUR ADAM PRINTER PLUGGED IN UNLESS YOU HAVE PURCHASED A SEPARATE POWER SUPPLY (ADAMTECH), SINCE THE SP-1 DOES NOT REPLACE THE POWER SUPPLY IN THE ADAM PRINTER. A NICELY WRITTEN 18 PAGE MANUAL IS PROVIDED TO WALK YOU THROUGH INSTALLATION AND TROUBLESHOOTING. I DON'T THINK ANYONE WILL HAVE A PROBLEM WITH GETTING IT INSTALLED. A DISK IS SUPPLIED THAT CONTAINS THE SOFTWARE REQUIRED TO UTILIZE THE SP-1 FROM BOTH SMARTBASIC AND CPM 2.2. AGAIN, I HAD NO PROBLEMS HERE.

LETS TALK ABOUT HOW TO USE THE SP-1 WITH A PRINTER FROM BASIC. YOU NEED TO LOAD BASIC AND THEN RUN A SP-1 PROGRAM CALLED "PTRDVR", WHICH ALLOWS YOU TO SET THE SP-1 TO MATCH YOUR PARTICULAR PRINTER IN TERMS OF BAUD RATE (SPEED AT WHICH DATA IS TRANSMITTED), PARITY AND STOP BITS. YOUR PRINTER INSTRUCTIONS WILL PROVIDE THIS INFORMATION FOR YOU. SP-1 IS NOW ALL SET TO GO. IF YOU WANT TO OUTPUT TO YOUR NEW PRINTER ALL YOU DO IS ENTER "PR#2" AND ALL OUTPUT WILL NOW GO TO THE NEW PRINTER. IF YOU WANT TO RE-DIRECT SOME OUTPUT TO THE ADAM PRINTER, THEN ENTER "PR#1", TO GO BACK TO THE TERMINAL DISPLAY ENTER "PR#0". THAT'S ALL THERE IS TO IT ! ALTHOUGH, YOU CAN'T PRINT VIA THE SP-1 DIRECTLY FROM SMARTWRITER, A PROGRAM IS SUPPLIED THAT WILL ALLOW YOU, VIA BASIC TO PRINT A FILE CREATED UNDER SMARTWRITER. THIS PROGRAM HAS OPTIONS TO SET THE PAGE WIDTH, LENGTH AND LINE SPACING. THIS IS REAL GOOD FOR PRODUCING ROUGH DRAFTS OF LONG DOCUMENTS ON YOUR HIGH SPEED PRINTER. ONE POTENTIAL PROBLEM IS THAT THE "PTRDVR" PROGRAM SITS BELOW BASIC AND AUTOMATICALLY RESETS LOHEM TO 28050. IF YOU HAVE A PROGRAM OR UTILITY (LIKE AUTOAID) THAT USES ANY OF THE MEMORY BETWEEN 27407 AND 28050 YOU HAVE A CONFLICT. WE WILL WORK ON THIS AND HAVE A FIX IN THE NEXT NEWSLETTER WHICH WILL RE-LOCATE THE SP-1 PROGRAM TO ALLOW YOU TO USE AUTOAID AND OTHER UTILITIES WITH THE SP-1. SECONDLY, THE SP-1 CAN BE USED FROM CPM 2.2. AGAIN YOU RUN THE INITIALIZATION AND DRIVER PROGRAMS AND THEN ASSIGN THE PARALLEL AND SERIAL PORTS TO A CPM DEVICE VIA THE STAT COMMAND. ALL YOU HAVE TO DO ONCE THIS IS ACCOMPLISHED IS TO HIT CONTROL-P AND ALL SUBSEQUENT OUTPUT WILL GO TO THE SPECIFIED DEVICE. TO RE-DIRECT OUTPUT TO THE ADAM PRINTER JUST RECONFIGURE VIA STAT.

THE SOFTWARE ALL WORKED FLAWLESSLY AND I HAVE NO COMPLAINTS. THE SP-1 IS A MUST FOR THOSE WHO NEED ACCESS TO A HIGH SPEED PRINTER. IT WILL ALSO INTERFACE WITH A 1200 BAUD MODEM IN CPM 2.2, WITH A MODEM PACKAGE CALLED MTE+ WHICH WILL BE SUPPLIED BY EVE. EVE HAS FUTURE PLANS TO ADD A MOTHER BOARD, POWER SUPPLY, 80 COLUMN VIDEO OUTPUT AND VOICE SYNTHESIZER TO THE SP-1 (SEE ADAM FUTURE AND UPDATES SECTIONS).

THE ONLY IMPROVEMENTS REQUIRED ARE SOFTWARE DRIVERS TO INTERFACE WITH THE SPECIAL FUNCTIONS AVAILABLE IN VARIOUS PRINTERS. ADDITIONALLY, SOME UPGRADES TO THE SMARTBASIC PRINT PROGRAM WOULD BE OF GREAT VALUE FOR US HEAVY USERS OF THAT WORD PROCESSING PACKAGE. EVE WILL BE HAPPY TO WORK WITH US ON THESE IMPROVEMENTS. THE SP-1 SPECIFICALLY AND EVE GENERALLY ARE MEETING A GREAT NEED FOR US ADAMITES. WE ARE VERY THANKFUL FOR THIS.

RATING - A+

#### PRINTER ALTERNATIVES BY L. MARSCHAND

I THOUGHT I WOULD JUST WRITE A REVIEW ON THE SUBJECT OF PRINTERS TO PROVIDE YOU THE INFORMATION YOU WILL NEED TO SELECT A PRINTER FROM THE LITERALLY 100'S AVAILABLE ON THE MARKET. THIS IS FOR THOSE OF YOU WHO WILL WANT TO TAKE ADVANTAGE OF THE CAPABILITIES OF THE SP-1 SERIAL/PARALLEL INTERFACE CARD NOW AVAILABLE FOR THE ADAM.

LET ME TELL YOU THAT THE CHOICE OF PRINTERS OUT THERE IS ALMOST ENDLESS, WITH NEW ONES COMING OUT EVERYDAY. THIS MAKES OUR CHOICE A VERY DIFFICULT ONE.

LETS GO OVER THE BASICS:

THE ADAM PRINTER IS A "DAISYWHEEL" PRINTER WHICH MEANS THAT A PRINT WHEEL IS USED THAT HAS THE INDIVIDUAL CHARACTERS ON IT. THIS IS VERY SIMILAR TO A TYPEWRITER AND HENCE GIVES THE SAME HIGH QUALITY THAT A TYPEWRITER GIVES. HOWEVER, THE DOWNSIDE OF THIS IS THAT IT IS SLOW - ABOUT 8 CHARACTERS, OR 2 WORDS PER SECOND. THIS IS ABOUT THE SPEED OF A VERY FAST TYPIST.

THE SECOND TYPE OF PRINTER IS KNOWN AS A "DOT MATRIX" WHICH IS A MECHANISM BY WHICH INDIVIDUAL PRINT "WIRES" ARE USED TO FORM THE LETTERS AND OTHER CHARACTERS. THE ADVANTAGES OF THIS PRINTER TYPE ARE FASTER PRINT SPEED AND THE ABILITY TO PRINT ANY TYPE OF CHARACTER (INCLUDING GRAPHICS). THE DISADVANTAGE IS THAT THE PRINT IS NOT AS GOOD A QUALITY. MOST OF YOU HAVE PROBABLY SEEN THIS TYPE OF PRINT -YOU CAN SEE THE INDIVIDUAL DOTS THAT ARE USED TO FORM THE LETTERS. MOST DOT MATRIX PRINTERS PRINT AT LEAST 80 CHARACTERS PER SECOND AND MAY GO UP TO 180 CHARACTERS PER SECOND. THE LATEST DEVELOPMENT IN DOT MATRIX PRINTERS IS A PRINT MODE KNOWN AS "NEAR LETTER QUALITY" WHICH IS ACCOMPLISHED BY OFFSETTING AND DOUBLE STRIKING EACH CHARACTER. THIS PRINT MECHANISM IS ABOUT HALF AS SLOW AS THE NORMAL DOT MATRIX MODE BUT PROVIDE A MUCH IMPROVED PRINT QUALITY. THESE NEWER DOT MATRIX PRINTERS ALSO HAVE THE CAPABILITY TO PRINT VARIOUS TYPE STYLES (PICA, ELITE, COMPRESSED, EXPANDED, GRAPHICS) AND HAVE BOTH THE HIGH SPEED DOT MATRIX PRINT MODE WHICH IS KNOWN AS DRAFT MODE AS WELL AS THE NEAR LETTER QUALITY MODE. THIS SEEMS THE BEST OF BOTH WORLDS TO ME.

BELOW ARE SOME PRINT SAMPLES OF THESE VARIOUS PRINT MODES:

Near Letter Quality  
Pica  
Elite  
Compressed  
**Expanded**  
Emphasized  
Double-Strike  
~~Superscript~~  
Underline  
*Italic*

OF COURSE, THE OTHER OPTION IF YOU NEED HIGH QUALITY IS TO BUY A FASTER DAISY WHEEL PRINTER.

HERE ARE SOME GUIDELINES FOR DOT MATRIX PRINTER SELECTION:

1. MAKE SURE IT HAS A PARALLEL INTERFACE
  2. 80 CHARACTERS PER SECOND IN DRAFT MODE IS A MINIMUM
  3. 40 CHARACTERS PER SECOND IN NEAR LETTER QUALITY MODE IS A MINIMUM
  4. MAKE SURE THE PRINTER HAS THE CAPABILITY TO PRINT "BIT-MAPPED" GRAPHICS VIA SOFTWARE ESCAPE CODES
  5. BUY A NAME BRAND WITH A ONE YEAR WARRANTY
  6. MAKE SURE YOU CAN SELECT THE PRINT MODE VIA THE PRINTER BUTTONS AS OPPOSED TO VIA SOFTWARE COMMANDS
  7. MAKE SURE BOTH AN ADJUSTABLE TRACTOR FEED AND FRICTION FEEDS ARE ON THE PRINTER
  8. YOU NEED A 9x9 PRINT HEAD, THE OLD 5x7 IS BEING PHASED OUT
  9. FULL 96 CHARACTERS WITH ASCII DESCENDERS ARE REQUIRED
  10. YOU NEED AT LEAST A 1k TEXT BUFFER WITH AN OPTION TO ADD A LARGER BUFFER IF YOU PRINT LARGE DOCUMENTS IN THE NEAR LETTER QUALITY MODE
  11. IT SHOULD BE COMMAND CODE COMPATIBLE WITH STANDARD PRINTER SOFTWARE FOR GRAPHICS, ETC.
  12. IT SHOULD HAVE MULTIPLE TYPE FONTS AS STANDARD - PICA, ELITE, COMPRESSED, EXPANDED
- THE NEWEST PRINTER TECHNOLOGY IS INK JET. THERE ARE SOME NEW INK JET PRINTERS THAT HAVE JUST COME OUT THAT I WILL BE REVIEWING IN THE FUTURE.

## MEMBER COMMENTS/

## QUESTIONS & ANSWERS

. THERE HAVE BEEN SEVERAL QUESTIONS ABOUT SMARTSPELLER FROM STRATEGIC SOFTWARE. I GOT THESE COMMENTS OFF OF CIS - BEWARE ! THERE ARE ANNOYING LIMITATIONS THAT EXIST IN SMARTSPELLER DUE TO THE FACT THAT IT IS WRITTEN IN BASIC: 1) IT IS TEDIOUS AND SLOW. YOU WRITE THE FILE IN SMARTWRITER, SAVE IT, LOAD BASIC, LOAD SMARTSPELLER., LOAD THE FILE, CORRECT IT, SAVE IT, RESET TO SMARTWRITER, LOAD THE FILE, AND FINALLY PRINT IT, 2) IT HAS A LIMITED VOCABULARY WHICH CANNOT BE EXPANDED (ABOUT 15,000 WORDS). IT CANNOT CHECK MORE THEN 500 WORDS !

IF YOU WRITE MORE THEN AN OCCASIONAL LETTER, SMARTSPELLER IS USELESS. UNLESS YOU HAVE A VERY IMPORTANT LETTER TO WRITE, SMARTSPELLER IS TOO TEDIOUS TO WORK WITH.

. HOW ABOUT SOME GUIDELINES ON BOOK REVIEWS SO I CAN TRY MY HAND AT IT ?

RICH LEFKO

THANKS FOR THE OFFER, RICH. PLEASE FOLLOW TIM'S REVIEW IN THIS ISSUE.

. THE FOLLOWING QUESTIONS COME FROM VINCENT HAUGE:

Q: ON YOUR PRODUCT LIST YOU SHOW 12 POINT DAISYWHEEL EXAMPLES. I THOUGHT THE ADAM COULD ONLY DO 10 POINT?

A: NO, THE 12 POINT WORKS JUST FINE. HOWEVER, ONLY USE PLASTIC WHEELS - METAL ARE NOT COMPATIBLE.

Q: IS IT POSSIBLE TO REFURBISH OLD RIBBONS?

A: YES, BUT I FIND IT MORE TROUBLE THEN IT IS WORTH.

IF YOU ARE REALLY INTERESTED SEND ME A SASE AND I WILL SEND YOU SOME INSTRUCTIONS

Q: IS CIS ONLY FEASIBLE FOR THOSE IN URBAN AREAS - WITHIN A LOCAL CALL ?

A: WELL, IT IS CHEAPER IF YOU CAN CALL LOCALLY.

HOWEVER, THERE ARE LOCAL NUMBERS NOW IN VARIOUS CITIES THAT LINK INTO CIS. YOU NEED TO CHECK WITH CIS TO GET THE ACCESS NUMBERS IN YOUR AREA.

Q: I HAVE HAD SMARTFILER SINCE IT BECAME AVAILABLE BUT HAVE USED IT VERY LITTLE FOR TWO REASONS. IT IS NOT POSSIBLE TO CREATE A BACKUP FILE - WHICH PREVENTS ME FROM MOVING MY 3x5'S TO ELECTRONIC FILES VIA FILER; AND IT PRINTS NO WIDER THEN 36 CHAR'S.

A: YOU CAN BACKUP YOUR FILER DATABASES WITH UTILCOPY OR THE OTHER COPY PROGRAMS AVAILABLE. ALTHOUGH THE PRINT FEATURE OF FILER IS LIMITED YOU CAN PRINT OUT WITH A NORMAL 80 COLUMN WIDE MARGIN, LIKE SMARTWRITER. YOU CAN STRING MULTIPLE FIELDS TOGETHER VIA THE PRINT OPTION ALSO.

. THANK YOU FOR YOUR FAST RESPONSE TO MY PAST ORDERS. THE DISK DRIVE IS AS GOOD AS EVERYONE HAS SAID IT IS. ONE "PROBLEM" I DID NOTICE WAS THAT I WILL NOT GET AN I/O ERROR IF I TRY TO "CATALOG" WITHOUT A DISK IN. THE SYSTEM JUST HANGS AND IF YOU YOU INSERT A DISK IT WILL SPIN AND GIVE ME THE CATALOG AS IF NOTHING HAPPENED. IS THIS SUPPOSED TO BE ?

(YES, THAT'S THE WAY IT WORKS)

I ALSO DISCOVERED THAT YOU CAN INTERCHANGE THE DISK AND KEYBOARD PLUGS IN THE CONSOLE. THIS SUITS ME JUST FINE BECAUSE I LIKE MY DISK ON THE RIGHT AND KEYBOARD ON THE LEFT.

ALSO, YOU WILL FIND A COPY OF DAVASAN'S LETTER TO ME APOLOGIZING FOR THE DELAY IN SHIPPING WRITER'S ASSISTANT AND OFFERING A FREE SOFTWARE PACKAGE FOR THE DELAY. I KNOW OTHER NEWSLETTERS HAVE BEEN TELLING THEIR SUBSCRIBERS TO NOT BUY FROM DAVASAN AND COMPARING THEM TO AUA. I THINK THIS CRITICISM IS VERY UNFAIR AND WOULD LIKE TO VOICE MY OPINION.

DONALD ZIMMERMAN



## SOFTWARE EXCHANGE

. ALL ADAM USERS ARE INVITED TO JOIN THE ADAM NETWORK USERS GROUP, A NON-PROFIT ORGANIZATION OF COMPUTER ENTHUSIASTS IN THE DETROIT AND SE MICHIGAN AREA. THE GROUP IS OPEN TO ALL ADAM USERS OF ANY AGE LEVEL OF COMPUTER SKILL. SERIOUS COMPUTERISTS WITH TECHNICAL SKILLS AS WELL AS THOSE WHO ARE NEW TO COMPUTERING ARE ENCOURAGED TO PARTICIPATE. TO BE INCLUDED ON THE MAILING LIST, SEND YOUR NAME, ADDRESS AND PHONE NUMBER TO: ADAM NETWORK, PO BOX 85, EAST DETROIT, MI 48021  
HORST MANN

. I HAVE AN ADAM COMPUTER AND WOULD LIKE TO USE IT IN MY SERVICE STATION BUSINESS. WE HAVE ABOUT 400 CUSTOMERS WITH 2 CARS EACH WHO DEPEND ON US FOR THEIR AUTOMOTIVE NEEDS. THE PRIMARY APPLICATION I AM INTERESTED IN IS A CUSTOMER SERVICE HISTORY FILE IN WHICH A RECORD WOULD BE MAINTAINED, GROUPED BY CUSTOMER AND BY THE VEHICLES OWNED BY HIM. THIS FILE WOULD BE USED PRIMARILY TO REVIEW ALL PERTINENT WORK ORDERS FOR A PARTICULAR VEHICLE EITHER AT THE TIME AN APPOINTMENT IS MADE OR WHEN THE CUSTOMER APPEARS FOR SERVICE AND TO PREPARE MONTHLY PRINTOUTS OF ALL VEHICLES THAT ARE DUE FOR SERVICE. I AM RELATIVELY CERTAIN WE WOULD NEED A DISK DRIVE TO ACCOMPLISH THIS. WOULD THE 64K EXPANDER ALSO BE NEEDED ?

WILLIAM S SHIVELY

THIS IS AN EXCELLENT APPLICATION FOR SMARTFILER. I SUGGEST YOU READ OUR SMARTFILER WORKSHOPS IN THE BACKISSUES FOR SOME IDEAS. YOU DON'T HAVE TO HAVE THE DISK DRIVE TO ACCOMPLISH THIS BUT IT WILL BE A LOT FASTER THEN THE DDP. THE 64K WILL NOT EXPAND THE CAPABILITIES OF SMARTFILER. DEPENDING ON HOW MANY FIELDS YOU DEFINE IN YOUR DATABASE, 400 SHOULD FIT WITHIN THE SMARTFILER DATABASE.

. THANK YOU FOR YOUR PROMPT RESPONSE TO MY USER GROUP/NEWSLETTER APPLICATION. I HAVE FOUND MUCH OF INTEREST AND HELP IN THE BACK ISSUES. IT WILL TAKE ME SOME TIME TO ASSIMILATE ALL THE INFORMATION AND PUT IT TO USE IN MY WORK ON ADAM.

I AM HAPPY TO REPORT THAT I RECEIVED A COMPLETELY NEW MODEM WITHOUT CHARGE FROM COLECO ONLY TWO WEEKS AFTER I SENT IN THE DEFECTIVE ONE. I AM VERY GRATEFULL TO COLECO AND MAY EVEN RE-CONSIDER MY BOYCOTT OF CABBAGE PATCH DOLLS, IF AND WHEN GRANDCHILDREN EVER COME ALONG !

THE NEWSLETTER IS EXCELLENT AND YOU AND YOUR CONTRIBUTORS ARE TO BE HIGHLY COMPLIMENTED FOR ALL THE WORK YOU PUT INTO IT. THANK YOU FOR YOUR VALUABLE CONTRIBUTIONS TO THOSE OF US WHO ARE NOVICE ADAM USERS !

PATTY MEDINA

THANK YOU, PATTY FOR YOUR NICE COMMENTS AND GOOD REPORT ON COLECO - SEE THEY ARE NOT ALL BAD !

. AS A NEW MEMBER OF NIAD, LET TELL YOU THAT I CONSIDER YOUR NEWSLETTER THE BEST. I RECEIVE OTHER NEWSLETTERS, AND THERE IS NO COMPARISON.

L. ELZY

WOW, THANKS LEO FOR THE ENCOURAGEMENT.

NIAD SUPPORTS A SOFTWARE EXCHANGE FOR ALL MEMBERS IN ORDER TO SUPPLY PUBLIC DOMAIN AND NON-COPYRIGHTED PROGRAMS. "LIBRARIES" WILL BE MAINTAINED FOR EACH OF THE MAJOR SOFTWARE PRODUCTS BY A NIAD MEMBER. CURRENT LIBRARIES ARE:

SMARTBASIC >>>>>>>> B. LENNES  
14637 ATLANTIC  
DOLTON, IL 60419

SMARTLOGO >>>>>>>> BARRY WALLIS  
2140 BESSANT ST  
SAN BERNADINO, CA 92404

ADAMCALC, UTILITIES >>>>>> L. MARSCHAND

CPM 2.2 >>>>>>>>>> C. KOLANDER  
1295 A PEARL AVE  
GLENDALE HTS, IL 60139

### SOFTWARE EXCHANGE RULES:

NOTE: WE ARE CHANGING AND WILL ONLY PROVIDE LIBRARIES ON DDP, NOT DISK.

ADDITIONALLY, YOU HAVE THE OPTION TO PURCHASE A SPECIFIC LIBRARY FOR A SMALL FEE FROM THE NIAD PRODUCT LIST IF YOU DO NOT HAVE A PROGRAM TO EXCHANGE.

IN ORDER TO RECEIVE ALL THE LIBRARY PROGRAMS IN A SPECIFIC LIBRARY SEND A \*\* DDP ONLY \*\* WITH ONE PROGRAM FOR THE LIBRARY ( ALL PROGRAMS SHOULD BE TESTED AND WELL DOCUMENTED VIA A SEPARATE "README" FILE ) TO THE LIBRARIAN. INCLUDE A SELF ADDRESSED AND STAMPED RETURN MAILER. THE LIBRARIAN WILL COPY THE ENTIRE LIBRARY ON YOUR DDP AND RETURN IT TO YOU.  
NOTE: I HAVE HAD SOME COMPLAINTS ABOUT THE REQUIREMENT OF SUBMITTING ONE PROGRAM TO GET THE SOFTWARE LIBRARY. PLEASE BE ADVISED THAT THESE PROGRAMS DON'T HAVE TO BE WRITTEN BY YOURSELF. THEY CAN BE ANY NON-COPYRIGHTED PROGRAM THAT YOU MAY GET FROM A BOOK OR MAGAZINE. YOU NON-PROGRAMMERS CAN DO US ALL A GREAT SERVICE BY TYPING IN THESE PROGRAMS, RUNNING THEM TO MAKE SURE THEY WORK AND SENDING THEM IN. I DON'T THINK THIS IS TOO MUCH TO ASK FOR WHAT YOU WILL RECEIVE.

EVERYONE, PLEASE SUBMIT YOUR PROGRAMS TO CREATE AN EXPANSIVE LIBRARY FOR NIAD.

### LIBRARY INDEX:

#### SMARTBASIC VOLUME I # BNDVI:

- . BLOCKS - GRAPHIC 3D BLOCKS
- . CANON3 - PLAYS A THREE VOICE CANON (MUSIC)
- . DRUMDEMO - PLAYS THE DRUMS
- . CONVERT - NUMBERS FROM VARIOUS BASES TO OTHERS
- . BARGRAPH - SUBROUTINE TO DRAW BARGRAPHS
- . NOISEMAKER - SOUND GENERATOR
- . MATH - ADD, SUBTRACT, MULT/DIVIDE FOR DRILL FOR KIDS
- . HANGMAN - GRAPHICS/ WORD GAME

- . ICECREAM - GRAPHICS OF A CONE
  - . LIBERTY BELL - GRAPHIC BELL
  - . MUSICAL DEPARTURE - KEYBOARD GAME
  - . BANNER - PRINTS OUT MESSAGE ON PRINTER
  - . ZODIAC
  - . CONCENTRATION - MULTI PLAYER MATCHING GAME
  - . SOUNDIX - TELEPHONE DIRECTORY THAT SORTS BY PHONETIC "SOUND" OF THE PERSONS NAME
- SMARTLOGO VOLUME I # LNDVI:

9. CREATE - TEXT ENTRY PROGRAM FOR "DOC" FILES
- 10.DISPLAY - FOR DISPLAYING ASCII TEXT FILES
- 11.HALLEY - PROGRAM FOR CALCULATING WHERE THE COMET IS !
- 12.BASEBALL - TEXT GAME
- 13.MARKET - TEXT GAME
- 14.INVENTY - INVENTORY PROGRAM
- 15.SQZ & USQ - SQUEEZE UTILITIES
- 16.SDDU - SINGLE DISK DRIVE FILE COPY PROGRAM

. COMPILER - A SET OF PROCEDURES TO TRANSFORM ALL PROCEDURES IN MEMORY INTO A DISK FILE WHICH WHEN LOADED WILL NOT DISPLAY THE DEFINING... SYSTEM MESSAGE.

- . MENU - A SET OF PROCEDURES TO DISPLAY MENUS AND ACCEPT ANSWERS.
- . ROCKET - A GAME (THE OPENING SCREEN IS A GOOD EXAMPLE OF LOGO ANIMATION).
- . BOMB - A NIFTY SOUND EFFECTS PROGRAM.
- . KEYBOARD -A PROGRAM TO PLAY MUSIC ON YOUR KEYBOARD.
- . LOGOTITLES - A SAMPLE OF SOME FANCY TITLING USING LOGO.
- . TURTLEHOP - A GAME LIKE FROGGER
- . ONE ARMED BANDIT - SLOT MACHINE GAME
- . EGGTIMER - GRAPHIC TIMER
- . ALPHABET - ALL THE LETTERS AND NUMBERS W/ DEMO PROGRAM

ADAMCALC VOLUME I # ANDVI:

- . MONTHLY BUDGET
- . TAXFORM
- . MONTHLY CHECKBOOK
- . CIS LOG - KEEPS TRACK OF YOUR TIME ON COMPUSERVE
- . INVENTORY - SMALL BUSINESS INVENTORY

UTILITIES VOLUME I # UNdVI

- . UTILDUMP-SOPHISTICATED BLOCK READ (FROM DDP OR DISK), MEMORY DUMP ON PRINTER/SCREEN, EXPANDED DIRECTORY LIST
- . UTILCOPY - DISK/TAPE COPY PROGRAM
- . FONTEDIT - CREATE YOUR OWN FONTS FOR PRINTER, FATFONT INCLUDED
- . BKCOLOR - SET COLOR OF SCREEN, CHARACTERS
- . TOOLKIT - READ/WRITE, VIEW, SCAN/POKE IN MEMORY
- . KBEXAMPLE - SCANS FOR KEYS PRESSED, LOWRES DRAWING PGM INCLUDED

CPM 2.2VOLUME I # CNDVI

1. ADMBOO - FIRST ADAM MODEM PROGRAM TO TRANSFER BINARY FILES
2. MODEN7MM - ADAPTION OF THE POPULAR MODEM 7 PROGRAM FOR THE ADAM
3. M7AD7M1 - ADAPTION OF MODEM740 (MORE CURRENT VERSION OF MODEM7) FOR THE ADAM
4. SD - PROGRAM TO GIVE AN EXPANDED DIRECTORY LIST INCLUDING FILE SIZE, SPACE REMAINING, ETC.
5. / - GIVES ABILITY TO STRING MULTIPLE COMMANDS TOGETHER AND HAVE THEM EXECUTED SEQUENTIALLY.
6. UNERA19 - RECOVERS A FILE THAT HAS JUST BEEN ERASED
7. LU300 - LIBRARY UTILITY PROGRAMS THAT CREATE AND MANAGE MULTIPLE FILES INTO A LIBRARY
8. ADAMFIL - FILTER PROGRAM FROM THE ADAM CPM 2.2 MANUAL

## BOOKS

BOOK REVIEW BY T. BALON

THINGS TO DO WITH YOUR COLECOADAM COMPUTER BY J. WILLIS, MERL MILLER, & CLEBORNE MADDOX.  
PUBLISHED BY NEW AMERICAN LIBRARY, 1633 BROADWAY, NEW YORK, NY 10019, PAPERBACK, 181 PAGES, WITH INDEX AND GLOSSARY. \$3.95

THIS BOOK ASSUMES THAT YOU ARE NEW TO COMPUTERS AND COMPUTING. IT WILL GIVE YOU A BASIC RUNDOWN OF WHAT THE ADAM CAN DO IN YOUR HOME, SCHOOL OR OFFICE. EACH CHAPTER INTRODUCES YOU TO ONE AREA OF COMPUTER APPLICATION, PROVIDES SOME GENERAL INFORMATION, AND THEN GIVES SOME DETAILED INFORMATION ON AVAILABLE PRODUCTS. YOU CAN SKIP AROUND AS YOU LIKE. IF YOU ARE INTERESTED IN VIDEO GAMES, FOR EXAMPLE, YOU DON'T NEED TO READ THE CHAPTER ON BUSINESS APPLICATIONS. HERE IS A LIST OF THE CHAPTERS AND THEIR CONTENTS:  
CHAPTER ONE - INTRODUCTION TO THE COLECO ADAM. THIS CHAPTER EXPLAINS WHAT A PERSONAL COMPUTER IS, SOFTWARE AND INTRODUCES YOU TO THE ADAM SPECIFICALLY.  
CHAPTER TWO - FUN AND GAMES. THIS CHAPTER TELLS YOU ABOUT THE VARIOUS RECREATION USES OF THE COMPUTER, WITH AN EMPHASIS ON ADAM GAMES. IT INCLUDES REVIEWS OF MANY OF THE MOST POPULAR GAMES.  
CHAPTER THREE- THE ADAM AS A TEACHER. DEALS WITH TWO ASPECTS OF EDUCATIONAL COMPUTING - THE USE OF COMPUTERS TO TEACH OTHER ACADEMIC SUBJECTS AND THE COMPUTER AS A TOPIC OF STUDY ITSELF.  
CHAPTER FOUR - WORD PROCESSING. EXPLAINS HOW THE ADAM CAN BE TURNED INTO A VERY SMART ELECTRONIC TYPEWRITER AND WORD PROCESSOR. THIS CHAPTER ALSO NOTES SEVERAL WORD PROCESSOR PROGRAMS THAT WILL RUN UNDER CPM.  
CHAPTER FIVE - HOME FINANCE AND RECORD KEEPING. SEVERAL PROGRAMS FOR THE ADAM HELP YOU WITH YOUR HOME FINANCIAL NEEDS. REFERENCES TO SEVERAL PROGRAMS WHICH AT THE PRESENT TIME I AM NOT USRE HAVE BEEN COMPLETELY DEVELOPED ARE GIVEN:

THE TAX ADVANTAGE - CONTINENTAL SFTWARE  
11223 S. HIDRY AVE  
LOS ANGELES, CA 90045

THE HOME ACCOUNTANT - CONTINENTAL SFTWARE

PERSONAL ACCOUNTANT - SOFTSYNC  
14 E 34TH ST  
NEW YORK, NY 10016

CHAPTER SIX - TAPPING INTO THE WORLD:  
TELECOMMUNICATIONS. BRIEF OVERVIEW OF THE ADAM LINK  
MODEM AND ITS USES.

CHAPTER SEVEN - BUSINESS AND PROFESSIONAL  
APPLICATIONS. ILLUSTRATES WAYS IN WHICH ADAM CAN BE  
USED ON THE JOB. IT CONCLUDES WITH A DESCRIPTION OF  
SOME OF THE BUSINESS SOFTWARE SUPPOSEDLY AVAILABLE.  
CHAPTER EIGHT - THE ADAM'S PROGRAMMING LANGUAGES.  
PROGRAMMING AS WELL AS THE VARIOUS LANGUAGES AVAILABLE  
ARE DESCRIBED - BASIC, LOGO, ETC.

CHAPTER NINE - PERIPHERALS. THE AUTHORS MUST OF HAD  
FOREKNOWLEDGE BECAUSE THEY SAY THE ADAM CAN INTERFACE  
WITH OVER 100 DIFFERENT PRINTERS !

SINCE THE BOOK WAS PUBLISHED IN JUNE OF 1984 IT IS  
SLIGHTLY OUTDATED RELEVANT TO THE FACT THAT COLECO NO  
LONGER IS MAKING HE ADAM. THE BOOK HAS SEVERAL GOOD  
QUALITIES, IT IS WELL WRITTEN, IT HAS A LARGE AMOUNT  
OF USEFUL INFORMATION AND IS RELATIVELY INEXPENSIVE.  
IF YOU ARE NEW TO COMPUTING THEN THIS BOOK IS WELL  
WORTH THE PRICE.

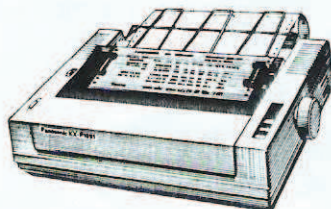
## NIAD PRODUCT CATALOG

### PERIPHERAL'S DESCRIPTION

#### \*\* PRINTERS \*\*

#### PANASONIC KX-1090

- . TYPE: 9x9 DOT MATRIX
- . SPEED: DRAFT MODE -80CPS (PICA); 96 CPS ELITE
- . PRINT CHAR:BI-DIRECTIONAL; 96 CHAR W/ASCII DEC'S  
NORMAL, ELONGATED,CONDENSED,SOME GRAPHICS
- . MEDIA HNDL:ADJ TRACTOR FEED, FRICTION FEED  
4" TO 10" PAPER
- . INTERFACE: CENTRONICS 8 BIT PARALLEL
- . BUFFER: 1K STANDARD - 4K ADD'L OPTIONAL
- . SIZE: 4.5"x15.9"x11.3"; WEIGHT 15.5 LBS

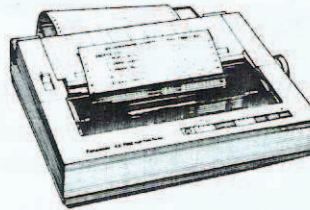


#### PANASONIC KX-1091

- . TYPE: 9x9 DOT MATRIX
- . SPEED: DRAFT MODE -120 CPS (PICA & ELITE);  
NEAR LTR QUAL - 22 CPS; PROPRTIONL -75
- . PRINT CHAR:BI-DIRECTIONAL; 96 CHAR W/ASCII DEC'S  
NORMAL, ELONGATED,CONDENSED,IBM GRAPHICS  
ITALICS, IBM SPECIAL CHAR'S
- . MEDIA HNDL:ADJ TRACTOR FEED, FRICTION FEED  
4" TO 10" PAPER
- . INTERFACE: CENTRONICS 8 BIT PARALLEL
- . BUFFER: 1K STANDARD - 4K ADD'L OPTIONAL
- . SIZE: 4.5"x15.9"x11.3"; WEIGHT 14.6 LBS

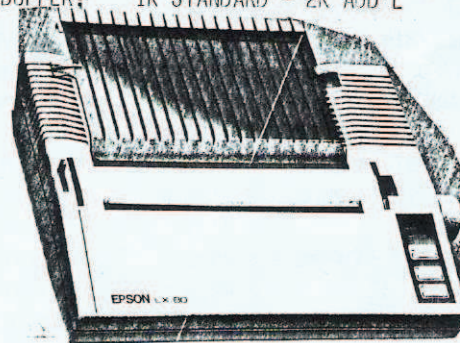
#### PANASONIC KX-1092

- . TYPE: 9x9 DOT MATRIX
- . SPEED: DRAFT MODE -180 CPS (PICA & ELITE);  
NEAR LTR QUAL - 33 CPS; PROPRTIONL -112
- . PRINT CHAR:BI-DIRECTIONAL; 96 CHAR W/ASCII DEC'S  
NORMAL, ELONGATED,CONDENSED,IBM GRAPHICS  
ITALICS, IBM SPECIAL CHAR'S
- . MEDIA HNDL:ADJ TRACTOR FEED, FRICTION FEED  
4" TO 10" PAPER
- . INTERFACE: CENTRONICS 8 BIT PARALLEL
- . BUFFER: 7K STANDARD - 4K ADD'L OPTIONAL
- . SIZE: 5.4"x16.3"x13.8"; WEIGHT 19.6 LBS



#### EPSON LX-80

- . TYPE: 9x9-DOT MATRIX
- . SPEED: DRAFT MODE - 100 CPS; NLQ -20 CPS
- . PRINT CHAR:BI-DIRECTIONAL, NOMAL,ELONGATED, CONDSD  
ITALICS, IBM GRAPHICS/ SPECIAL CHAR"S
- . MEDIA HNDL:FRICTION FEED; 4" TO 8 1/2 "
- . INTERFACE :CENTRONICS 8 BIT PARALLEL
- . BUFFER: 1K STANDARD - 2K ADD'L



#### \*\* MONITORS \*\*

#### AMDEK COLOR 300 COMPOSITE

- . CRT TYPE: 13" 90 DEG INLINE DARK; P22
- . DOT PITCH: .63 MM
- . RESOLUTION: 260 HOR x 300 VERTICAL
- . SIZE: 14.3 x 12.4 x 15.7 "
- . AUDIO: YES
- . OPTIONS: TILT SWIVEL STAND

#### PANASONIC S101 COMPOSITE

- . CRT TYPE: 10" 90 DEG INLINE DARK; P22
- . DOT PITCH: .63 MM
- . RESOLUTION: 250 HOR x 300 VERTICAL
- . SIZE: 10.3 x 11.2 x 13.4 "
- . AUDIO: YES
- . FEATURES: TILT SWIVEL STAND; BLK & WHITE DISPLAY

HARDWARE/ ACC'S	PRICE
AMM DISK DRIVE 7817	\$195.00
ADD'L DATA DRIVE 2409	\$135.00
MODEM 7818	\$ 69.95
COMPUERVE STARTER KIT	\$ 25.95
ADDRESS BOOK/AUTO	
DIALER 7815	\$ 31.95
64K EXPANDER 2562	\$130.00
COLECO DATA PACKS 2564	\$ 4.75
COLECO DATA PACKS (10)	\$ 39.95
FAST FORWARD DDPS	\$ 3.55
FAST FORWARD DDPS (10)	\$ 29.95
RIBBONS 7806	\$ 4.95
PRINTER WHEELS (QUME)	\$ 5.55
SPECIFY FONT DESIRED	
MONITOR CABLE 7830	\$ 8.95
DDK DISKETTES (Box of 10)	\$ 17.95

SOFTWARE (DDP UNLESS NOTED)

SMART LOGO 7600	\$ 51.95
EXPERTYPE 7602;9610 DSK	\$ 31.95
SMART FILER 7813;9656 DSK	\$ 15.95
RECIPE FILE 7814;9657 DSK	\$ 15.95
SMART LTRS/FORMS	
7805;9613 DSK	\$ 20.95
FLASHCARD MAKER 7662	\$ 20.95
FLASHFACTS (TRIVIA 2902,	
HISTORY 2901,VOCAB 2900)	\$ 11.95
ADAMCALC 7831	\$ 31.95
R. SCARRY'S WORDBOOK 7658	\$ 20.95
DRAGONS LAIR 2683	\$ 24.95
WACKY WORD GAME 7834	\$ 15.95
CPM 2.2 & ASSEMBLER	
7832	\$ 49.95
SUPER ZAXXON 2623	\$ 24.95
BEST OF BRODERBUND: AE &	
COMPILER 7850	\$ 24.95
NEW HOME SOFTWARE LIBRARY 7826	\$ 54.95
*2010: TEXT ADVENTURE	
GAME BY MGM/UA 7849	\$ 20.95
*FAITLY FEUD 7710	\$ 20.95
*JEOPARDY 7716	\$ 20.95
*BEST OF ELECTRONIC ARTS:	
HARD HAT MACK & PINBALL	
CONSTRUCTION SET 7852	\$ 20.95

ADAM PERIPHERALS	
SP- 1 SERIAL/PARALLEL	
INTERFACE CARD	\$139.95
PANASONIC 1090 PRINTER	\$239.95
PANASONIC 1091 PRINTER	\$299.95
PANASONIC 1092 PRINTER	\$399.95
EPSON LX-80 PRINTER	\$279.95
LX-80 TRACTOR FEED	\$ 34.95
EPSON FX-80+ PRINTER	\$399.95
AMDEK300 COLOR MONITOR	\$259.95
AMDEK TILT/SHIV STAND	\$ 39.95
PANASONIC COLOR MON	\$219.95
PRINTER ACC'S:	
PANASONIC RIBBONS P110	\$ 9.95
PANASONIC 4K BUFFER EXP	\$ 69.95
CARTRIDGE SOFTWARE	


DAMBUSTERS 2686	\$18.95
ILLUSIONS 2621	\$18.95
BC II: Grog's	
REVENGE 2620	\$18.95
SPYHUNTER 2617	\$18.95
TAPPER 2616	\$18.95

OTHER SOFTWARE - SPECIFY DDP OR DISK

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
VIDEOTUNES (DDP ONLY)	\$26.95
(FUTUREVISION)	
RTB I/ II (DDP ONLY)	\$26.95
EXT BASIC UTILITIES	\$18.95
NEW FANTASY GAMER (DDP)	\$29.95
BASIC BONANZA	\$29.95
DIABLO	\$19.95
STRATEGY PACK I	\$16.95
GAMES PACK I	\$16.95

NIAD PUBLIC DOMAIN SOFTWARE

SMARTBASIC	
VOLUME I #BNDVT	\$ 6.00
SMARTLOGO	
VOLUME I #LNDVI	\$ 6.00
ADAMCALC	
VOLUME I #ANDVI	\$ 6.00
UTILITIES	
VOLUME I #UNDVI	\$ 6.00
CPM 2.2	
VOLUME I #CNDVI	\$ 6.00

This is an example of WP Script 12 # 82181. Note these special characters: 

This is an example of Gothic 12 # 89750, a Qume Superstrike print wheel.

This is an example of Elite 12 # 89753, a Qume Superstrike print wheel.

THIS IS AN EXAMPLE OF ORATOR 90 # 89757, A QUME SUPERSTRIKE PRINT WHEEL.

This is an example of Courier 72 # 89761, a Qume Superstrike print wheel.

PRICES VALID 6/22 TO 7/22/85

\*ITEMS NOT YET AVAILABLE