FALL HAS REALLY ARRIVED HERE IN CHICAGO LAND. I AM ANXIOUS TO TAKE MY FAMILY OUT TO SEE THE BEAUTIFUL COLORS THAT GOD CREATES HERE EACH YEAR.
CONTINUING IN OUR STUDY OF EPHESIANS CHAPTER ONE -
^{15} FOR THIS REASON, BECAUSE I HAVE HEARD OF YOUR FAITH IN THE LORD JESUS AND YOUR LOVE TOWARD ALL THE SAINTS, ^{16} I DO NOT CEASE TO GIVE THANKS FOR YOU, REMEMBERING YOU IN MY PRAYERS, ^{17} THAT THE GOD OF OUR LORD JESUS CHRIST, THE FATHER OF GLORY, MAY GIVE YOU A SPIRIT OF WISDOM AND OF REVELATION IN THE KNOWLEDGE OF HIM, ^{18} HAVING THE EYES OF YOUR HEARTS ENLIGHTENED, THAT YOU MAY KNOW WHAT IS THE HOPE TO WHICH HE HAS CALLED YOU, WHAT ARE THE RICHES OF HIS GLORIOUS INHERITANCE IN THE SAINTS, ^{19} AND WHAT IS THE IMMEASURABLE GREATNESS OF HIS POWER IN US WHO BELIEVE, ACCORDING TO THE WORKING OF HIS GREAT MIGHT ^{20} WHICH HE ACCOMPLISHED IN CHRIST WHEN HE RAISED HIM FROM THE DEAD AND MADE HIM SIT AT HIS RIGHT HAND IN HEAVENLY PLACES, ^{21} FAR ABOVE ALL RULE AND AUTHORITY AND POWER AND DOMINION, AND ABOVE EVERY NAME THAT IS NAMED, NOT ONLY IN THIS AGE BUT ALSO IN THAT WHICH IS TO COME;

WHEW !! THERE ARE FANTASTIC TRUTHS IN THESE FEW VERSES. VERSE 17 STATES THAT PAUL (THE WRITER) IS PRAYING THAT THE MEMBERS OF THE EPHESIAN CHURCH RECEIVE " A SPIRIT OF WISDOM AND THE REVELATION KNOWLEDGE OF GOD". I REALLY BELIEVE THIS IS A DEEP TRUTH THAT CAN BE OVERLOOKED -TO REALLY HAVE THE WISDOM TO KNOW GOD, HIS PERSON, HIS TRAITS - TO HAVE A PERSONAL RELATIONSHIP WITH HIM. GOD DESIRES MORE THEN ANYTHING ELSE TO HAVE A CLOSE RELATIONSHIP WITH EACH OF US - THIS IS WHY HE CREATED MANKIND. GOD KNOWS US INSIDE AND OUT - OUR GOOD AND OUR BAD SIDES, BUT WE DON'T REALLY KNOW HIM. I NEVER REALLY THOUGHT OF GOD AS A PERSON I COULD KNOW, HE WAS MORE OF A MYSTICAL BEING THAT I COULD NOT COMPREHEND. HOWEVER, THESE VERSES STATE THAT WE SHOULD HAVE THIS KNOWLEDGE OF HIM IN ORDER TO KNOW THE HOPE, THE RICHES OF THE INHERITANCE AND THE IMMEASURABLE POWER WE HAVE BEEN GIVEN. I BELIEVE THAT ONCE WE KNOW THESE TRUTHS DEEP DOWN INSIDE (THROUGH A TRUE RELATIONSHIP WITH GOD), WE CAN LIVE THEM AND CONQUER MANY PROBLEMS THAT WOULD OTHERWISE DEFEAT US. AFTERALL, IF YOU HAVE THE IMMEASURABLE POWER OF GOD INSIDE OF YOU, WHAT CAN DEFEAT YOU !!

VERSES 19 AND 20 STATE THAT ALL THIS IS ACCOMPLISHED THROUGH THE WORKING OF GOD'S MIGHT BY THE RAISING OF JESUS CHRIST FROM THE GRAVE AND SEATING HIM AT GOD'S RIGHT HAND. THIS FACT RESULTED IN THE DEFEAT OF THE DEVIL AND THE CONQUERING OF SIN AND DEATH WHICH FREED MANKIND FROM THESE BONDAGES WHICH HAD HELD US SINCE ADAM SINNED IN THE GARDEN. JESUS' SACRIFICE ON THE CROSS PAID THE PRICE FOR OUR SIN AND ALLOWED US TO REESTABLISH A RELATIONSHIP WITH GOD AND HENCE REAP THE BENEFITS OF THIS RELATIONSHIP.

GOD BLESS YOU ALL.

Lyle Marschand

INDEX

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NIAD NEWS

. Well ADAMites, things are really hopping at NIAD these days. More new products and software are coming out for the ADAM and it gets hard to keep up with them. We are working hard to screen new products and only recommend the quality ones to you to make it easy for you to choose what you will spend your hard earned money on. Again, please support these qualtiy software developers if you want a continual supply of good ADAM products. Write us with any suggestions as to products you would like to see developed. This issue is full of good articles and programs for you, as well as a bunch of reviews (more then we have ever done in one month) - hope you enjoy it.

. I am happy to welcome P.R. Dick (DATA Doctor) and Dan Pease (Holy City ADAM UG) as new contributors to the NIAD newsletter. These fine software developers are real ADAM supporters and will be of great benefit to you - see their articles in the Utilities and Beginners workshops.

. Hard to believe but we're coming close to Christmas and NIAD's one year anniversary !! For some of you original NIAD members your subscriptions will expire with the December/ 85 issue. I have decided to hold the price for renewals at the current $ 18.00 ($24.00 for 1st class mailing and Canada), but increase the cost for new members as of January/ 85. Send in your renewals early. I'm counting on a 100% renewal rate !

. I'm happy to announce another NIAD software title - Royal Ambassador Education Pack, developed by Dan Pease. This is a fine collection of quality software at a good price - take advantage of it.

. On each of the NIAD Software products you are going to see a fantastic opening screen, displaying the NIAD Logo in full High res colors accompanied by some music. Wayne Motel outdid himself on this and has been rumored as saying that the opening screen is worth the price of the product by itself !!
All the NIAD Software will be high quality material at a fair price. If you want to see more titles let us know.

. We just got the Eve Speech Synthesizer in and are impressed by it. Wayne plans to do some software product development for it to expand its utility under both Basic and CPM. There are many uses for such a product, only limited by imagination and software support. I predict this to be a big favorite among ADAM owners (see our special package price on it and the 64K expander).

. There have been some questions as to whether the Eve ME-64 memory expander is the same as Coleco's. It is the same and comes with a guarantee.

. There are alot of cheap extra Digital Data drives available from various sources. Make sure you get them from someplace that has some type of limited quarantee since many of them are defective. NIAD has purchased some and tested them for the Buying Service.

. Due to the fact that the size of the monthly NIAD newsletters is growing, I will not be publishing lists of the Public Domain libraries or Review Summaries on an ongoing basis. Please send in a SASE and request this information if you need it.

. We are offering a number of "Package" Specials at furthur then normal discounts from now until Christmas - see the Product List for details.

. If any of you need new ADAM hand controllers, Super Action controllers, etc let me know and I will order them for you.

. New products now carried by NIAD include:
- NIAD Data Packs formatted for both CPM and non-CPM (to use for non-CPM all you need to do is do the 'INIT' command under SMARTbasic).
- Long life ADAM printer ribbons. These are nylon, re-inkable ribbons that last as long as 3 regular ribbons.
- Royal Ambassador Education Pack
- Personal Accountant
- Learning Express Audio course
- ADAM disk drive dust covers
- ADAM Colecovison Expansion module dust covers
- The ADAM Resource Directory
- Reconditioned Digital Data Drives

UPDATES

. The Eve Speech Synthesizer and Clock Calendar is out - see our review this issue.

. B. Rogers is a new hardware developer for the ADAM. Current products available include a RS232/Parallel interface ($135.00) and an External Power supply ($65.00). Plans for new products include an ADAM printer buffer, RAM disk drive (256K and 512K), an 80 column video card with RGB color output and an Apple Emulator. I spoke to Buck and he is working very hard to bring these products out, but it being hampered by the many inquiries he is getting. Let Buck finish his research and development on these products and set his price, which he can't do until he completes his development. You can get on his mailing list by sending a SASE to:
795 Garfield
Lander, Wy 82520
NOTE: Buck has NEW Digital Data drives for sale for $39.95 plus $7.50 shipping.

. Great news ! Eve has a new version of the SP-1 software that allows direct printing from SmartWriter and SmartFiler! This upgrade will be sent to all SP-1 purchasers who bought within the last 30 days and is

AVAILABLE FOR $5.00 BY THOSE "OLD" SP-1 PURCHASERS. THERE IS ALSO A CUSTOM VERSION OF THIS SOFTWARE AVAILABLE FOR SPECIFIC PRINTERS THAT ALLOWS THE USE OF THE SPECIAL PRINTING CAPABILITIES OF EACH OF THESE PRINTERS. THIS IS ACCOMPLISHED BY ENTERING CONTROL CODES IN YOUR SMARTWRITER DOCUMENTS THAT TURN ON FUNCTIONS SUCH AS BOLD, EXPANDED, COMPRESSED PRINTING, ETC. THIS TAILORED SOFTWARE IS AVAILABLE FOR $20.00 FROM NIAD FOR THE FOLLOWING PRINTERS: PANASONIC, EPSON, BROTHER, BLUE CHIP, SMITH CORONA, STAR SG10/20, OKIDATA, OLYMPIA, WITH MORE TO COME. THIS IS A GREAT ADDITION TO THE SP-1 AND ALLOWS US TO GET FULL USE OUT OF 2 GREAT ADAM PROGRAMS. THIS HAS BEEN ACCOMPLISHED BY ACTUALLY PATCHING THE DISK OPERATING SYSTEM. HENCE, UNDER BASIC YOU CAN ALL OF YOUR OUTPUT GO TO THE SP-1 AND YOUR PRINTER VIA THE PR#1 COMMAND THAT NOW OUTPUTS PRINT TO THE ADM PRINTER. THIS ALLOWS THE SP-1 TO WORK AS IS WITH ALL OF YOUR SOFTWARE THAT USES THE ADAM PRINTER.

. EVE IS NEARING COMPLETION OF THE 80 COLUMN VIDEO BOARD AND EXPECTS AVAILABILITY IN LATE NOVEMBER - WATCH FOR OUR REVIEW. EVE IS PLANNING TO ADDING THE CAPABILITY TO ADD AN EXPANSION CARD TO THE 80 COLUMN THAT WILL PROVIDE RGB COLOR OUTPUT AT A LATER DATE. THE 80 COLUMN VIDEO BOARD SHOULD BE ATTACHED TO A MONOCHROME MONITOR, ALTHOUGH THERE ARE SOME COMPOSITE COLOR MONITORS THAT CAN DISPLAY 80 COLUMNS IN COLOR, IT IS ALMOST UNREADABLE. THE 80 COLUMN WILL BE MADE TO WORK WITH THE ADAM EXPANSION UNIT THAT ATTACHS TO THE COLECOVISION BY PROVIDING A MODIFICATION TO THE COLECOVISION VIDEO OUTPUT.

. COLECO WILL NOT RELEASE JEOPARDY OR ELECTRONIC ARTS - DON'T ASK ME WHY, I CAN'T FIGURE THEM OUT AT ALL. 2010: TEXT ADVENTURE WILL BE RELEASED SHORTLY !

NIAD BASICS

. NEW MEMBERS SUBCRIPTIONS 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.

. ALL SHIPMENTS TO CANADA AND HAWAII ARE CHARGED THE US MAIL 1ST CLASS RATE.

. PLEASE CALL ME BEFORE RETURNING ANY MERCHANDISE.

ADAM'S FUTURE

LETS DISCUSS THE ADAM'S UTILITY AS A HOME COMPUTER SYSTEM. ALL THE ARTICLES I HAVE READ INDICATE THAT HOME COMPUTERS ARE MOST OFTEN USED FOR GAMES, WORD PROCESSING AND EDUCATIONAL PURPOSES.

THE ADAM'S BUILT IN WORD PROCESSING SOFTWARE IS ONE OF THE BEST AROUND FOR MOST WP NEEDS, THE INCLUSION OF A LETTER QUALITY PRINTER ADDS TO THE UTILITY OF THE WP. WITH THE ADVENT OF THE SP-1 INTERFACE TO HIGH SPEED PRINTERS, THE ADAM IS THAT MUCH MORE VERSATILE. AS MOST OF YOU KNOW, SMARTWRITER IS A BREEZE TO LEARN, EVEN FOR CHILDREN. THE ADAM IS WORTH ITS COST IF IT IS ONLY USED AS A WP SYSTEM, BUT THE ADAM IS MUCH MORE.

COLECO HAD THE RIGHT TRACK WHEN THEY CONCEIVED THE "SMART" SOFTWARE IDEA AS A BASIS FOR ALL ADAM SOFTWARE. THIS CONCEPT, UTILIZING THE SMARTKEYS IS SEEN THROUGHOUT ALL THE ADAM SOFTWARE AND IS A GREAT AID FOR THE FAMILY HOME COMPUTER SYSTEM. THE ADAM SOFTWARE IS TRULY "FAMILY" ORIENTED IN THAT IT IS EASY TO USE. SECONDLY, COLECO DEVELOPED THE FAMILY LEARNING SYSTEM SERIES OF SOFTWARE PRODUCTS THAT COMBINED THE BEST OF GAMES AND EDUCATIONAL PROGRAMS FOR DIFFERENT AGE GROUPS. THIS SERIES OF PROGRAMS ARE REALLY GOOD AND MEET THE HOME SOFTWARE NEED FOR EDUCATIONAL GAMES.

HOME MANAGEMENT SOFTWARE TITLES INLCUDE ADAMCALC AND SMARTFILER. THESE TWO PRODUCTS ARE THE BEST SPREADSHEET AND DATABASE PROGRAMS I HAVE SEEN FOR THE PRICE FOR A HOME COMPUTER - NO ADAM OWNER SHOULD BE WITHOUT THEM.

GAMES - YOU WANT GAMES ? THERE ARE PLENTY HIGH QUALITY GAMES TO CHOOSE FROM AND NOW THAT THE PRICES ARE GOING DOWN THEY ARE EVEN MORE ATTRACTIVE. LOOK AT THE PRICE OF THE ADAM SOFTWARE - YOU CAN'T BEAT IT ! A SPREADSHEET FOR $31.95; A DATABASE PROGRAM FOR $15.95; A COMPLETE CPM OPERATING SYSTEM FOR $49.95 ? NO WAY COULD YOU BEAT THESE PRICES WITH ANOTHER SYSTEM. NOW, I ADMIT THAT THERE IS NO INTEGRATED DATABASE, WORD PROCESSOR AND GRAPHICS PACKAGE AVAILABLE FOR THE ADAM, BUT IF THERE WERE WOULD YOU PAY THE $400.00 MOST OF THEM COST - I WOULD GUESS NOT BECAUSE THERE IS NOT THAT KIND OF REQUIREMENT FOR THE HOME COMPUTER SYSTEM.

SO, YOU HAVE ALL THE HARDWARE YOU NEED; YOU HAVE SOFTWARE IN THE VARIOUS CATEGORIES REQUIRED; YOU HAVE SOME OF THE BEST COLOR GRAPHICS AROUND (MAKES APPLE LOOK SICK); YOU HAVE A GROUP OF SOFTWARE DEVELOPERS WORKING HARD TO DELIVER YOU NEW QUALITY PRODUCTS; YOU HAVE GOOD USER GROUPS TO SUPPORT YOU AND PROVIDE INFORMATION. I THINK YOU HAVE ALL YOU NEED IN A HOME COMPUTER SYSTEM.

WHAT DON'T WE HAVE - SOFTWARE FROM THE BIG SOFTWARE COMPANIES AT BIG PRICES WITH SO MANY TITLES THAT ONE DOESN'T KNOW WHAT TO CHOOSE FROM !

THIS CHRISTMAS SEASON SHOULD BE AN INTERESTING ONE FOR APPLE, COMMODORE AND ATARI ALL OF WHICH HAVE FIRED 1000'S OF PEOPLE, CLOSED DOWN FACILITIES AND SIGNIFICANTLY CUT BACK ON SOFTWARE DEVELOPMENT. COLECO WAN'T THE ONLY COMPANY TO SUFFER LOSSES DUE TO THE SMALL COMPUTER MARKET COLLAPSE ! I THINK TH ADAM HAS THE STAYING POWER TO REMAIN AS A VIABLE HOME COMPUTER SYSTEM WITH THE NEW HARDWARE AND SOFTWARE THAT IS COMING OUT.

SEQUENTIAL AND RANDOM ACCESS FILES
By Bob Lennes

THIS MONTH, I WILL EXPLAIN SMARTBASIC'S DATA FILE CAPABILITIES- THE SEQUENTIAL AND RANDOM ACCESS TEXT FILES. I WILL ALSO EXPLAIN ONE REASON WHY THESE COMMANDS ARE VERY SLOW IN SMARTBASIC VERSION 1.0.

SMARTBASIC TEXT FILES

THERE ARE TWO DIFFERENT WAYS THAT SMARTBASIC CAN STORE AND RETRIEVE INFORMATION FROM TEXT FILES- THROUGH RANDOM ACCESS FILES AND SEQUENTIAL FILES. EACH CAN BE USED FOR DIFFERENT PURPOSES, AND I HOPE TO HELP YOU UNDERSTAND EXACTLY HOW EACH WORKS, AND WHICH KIND TO USE FOR YOUR PURPOSES.

SEQUENTIAL TEXT FILES

SEQUENTIAL FILES HAVE NO LIMIT TO HOW LONG OR HOW MANY RECORDS THEY CAN HOLD. THE ONLY LIMITATION IS THE SPACE LEFT ON YOUR TAPE OR DISK. THEY ALSO USE LESS ROOM THAN RANDOM FILES. THE ONLY DISADVANTAGE IS THAT ONCE YOU WRITE THE INFORMATION TO THE FILE, YOU CANNOT CHANGE IT WITHOUT REWRITING THE WHOLE FILE. REGARDLESS OF THIS DISADVANTAGE, I WILL EXPLAIN HOW TO USE THIS KIND OF FILE.

THE FOLLOWING COMMANDS ARE USED WITH SEQUENTIAL TEXT FILES:

OPEN <FILENAME> -LOOKS FOR A FILE TITLED <FILENAME> IF IT IS NOT IN THE DIRECTORY, THEN IT CREATES A FILE TITLED <FILENAME>.

WRITE <FILENAME> -PREPARES THE FILE TO BE WRITTEN TO. ALL PRINT COMMANDS FOLLOWING THIS COMMAND WILL OUTPUT TO THE DISK OR TAPE UNTIL THE CLOSE COMMAND IS ISSUED.

APPEND <FILENAME> -WHEN YOU USE THE OPEN AND WRITE COMMANDS TO WRITE TO THE FILE, ADAM STARTS WRITING TO THE BEGINNING OF THE FILE. IF YOU JUST WANT TO ADD TO THE FILE, THEN YOU USE JUST THE APPEND COMMAND. ALL PRINT COMMANDS WILL THEN OUTPUT TO THE END OF THE FILE UNTIL THE CLOSE COMMAND IS ISSUED.

READ <FILENAME> -PREPARES THE FILE TO INPUT DATA FROM IT. THE FIRST 1K OF DATA IS LOADED INTO THE BUFFER. ALL INPUT COMMANDS FOLLOWING THIS COMMAND WILL INPUT FROM THE TAPE OR DISK UNTIL THE CLOSE COMMAND IS ISSUED.

POSITION <FILENAME>, R<RECORD#> EACH FILE IS MADE UP OF RECORDS. EACH RECORD IS MADE BY ONE PRINT STATEMENT (FOLLOWING THE WRITE OR APPEND COMMAND. YOU CAN 'SKIP OVER' CERTAIN RECORDS BY USING THE POSITION COMMAND, WHICH CAUSES ADAM TO IGNORE ANY RECORDS BETWEEN THE PREVIOUS RECORD READ AND THE RECORD# SPECIFIED. IF YOU TRY TO USE A LOWER <RECORD#> THAN THE ONE PREVIOUSLY READ, THEN YOU WILL GET AN ERROR MESSAGE.

CLOSE <FILENAME> -THIS COMMAND WILL DO JUST AS IT IMPLIES. IT 'CLOSES' UP THE FILE, AND STOPS THE PRINT AND INPUT STATEMENTS FROM GOING TO OR FROM THE TAPE OR DISK.

HTAB 1: PRINT CHR$(4);"<COMMAND>" -BECAUSE SMARTBASIC IS APPLESOFT COMPATIBLE, TO USE THESE COMMANDS IN A PROGRAM, YOU MUST USE THE ABOVE FORMAT (E.G. 10 HTAB 1:?CHR$(4);"CLOSE IT"). THE REASON FOR THE HTAB 1 IS SO THAT ADAM KNOWS THAT CHR$(4) IS USED PRECEDING A FILE COMMAND, NOT AS A HEART CHARACTER. WITHOUT PRINTING CHR$(4), ADAM WOULD THINK THAT THE CLOSE STATEMENT WAS MEANT TO BE OUTPUTTED TO THE OPENED FILE (IF YOU WERE WRITING TO IT).

LET'S TRY SOME EXAMPLES:

LET'S SAY YOU HAD A GIGANTIC COLLECTION OF ADAM SOFTWARE, AND YOU WANTED TO STORE A LIST OF IT SO YOU COULD SHOW IT OFF TO YOUR FRIENDS. THIS IS HOW YOU COULD TYPE IN AND STORE THE LIST:

```
100 REM Sample Routine to store a list of items in a
110 REM Sequential Text File
115 HTAB 1: REM After this the cursor will always be
117 REM in the first column so we don't have to
118 REM repeat it.
120 D$=CHR$(4): REM A shortcut so you don't have to
130 REM type 'PRINT CHR$(4)' each time. You can just
140 REM type 'PRINT D$' instead.
150 ?D$; "OPEN GAMELIST": REM As long as no file
160 REM exists with the name GAMELIST, it creates a
170 REM new file with that name.
200 ?D$; "WRITE GAMELIST": REM All print commands
210 REM will now output to the file
240 REM Let's define the game titles now.
250 G1$="BUCK ROGERS":G2$="MR. DO":G3$="SMARTBASIC"
260 G4$="LOGO":G5$="CPM":G6$="DONKEY KONG"
270 REM For the sake of space, this is all I'll use.
290 REM We now output them to the file.
300 ?G1$, G2$, G3$, G4$, G5$, G6$
340 REM We're done, so now we close the file.
350 ?D$; "CLOSE GAMELIST": END
```

TO RETRIEVE OUR LIST, WE COULD DO THE FOLLOWING:

```
100 REM Sample Routine to get data from Sequent. File
110 HTAB 1
120 D$=CHR$(4)
150 ?D$; "OPEN GAMELIST"
200 ?D$; "READ GAMELIST": REM Prepare file to be
210 REM read. All 'INPUT's will come from the file.
230 REM Let's say we wanted to skip the first record
240 REM since everyone has Buck Rogers already
250 ?D$; "POSITION GAMELIST,R2"
290 REM Now we get the data:
300 INPUT G2$, G3$, G4$, G5$, G6$
310 REM You don't have to use the same variable names
320 REM But I did anyway.
330 REM You will get an error message if you try to
340 REM read more records than there are.
350 ?D$; "CLOSE GAMELIST"
400 ?G2$: ?G3$: ?G4$: ?G5$: ?G6$: END
```

LET'S SAY YOU WANTED TO ADD A COUPLE OF NEW GAMES.

```
100 REM Sample to use APPEND
150 HTAB 1
160 D$=CHR$(4)
200 ?D$; "APPEND GAMELIST"
250 G7$="ZAXXON": G8$="SmartGAMES"
300 ?G7$, G8$
350 ?D$; "CLOSE GAMELIST": END
```

THE TWO NEW RECORDS WOULD NOW BE IN YOUR FILE.

SEQUENTIAL FILES ARE OK IF YOU DON'T PLAN TO CHANGE THE DATA, AND YOU WANT TO USE THE LEAST AMOUNT OF SPACE POSSIBLE ON YOUR TAPE OR DISK.

RandomAccess Text Files

YOU CAN COMPARE THIS KIND OF FILE TO THE P. O. BOXES IN THE POST OFFICE. THERE ARE ONLY A CERTAIN AMOUNT OF BOXES (THEY ONLY BUILT SO MANY). EACH BOX HAS MAIL WHICH IS DELIVERED AND REMOVED VERY OFTEN, AND EACH BOX IS THE SAME SIZE.

YOU CAN USE RANDOM ACCESS FILES FOR A PHONE DIRECTORY, OR ANY KIND OF INFORMATION YOU WANT TO STORE. YOUR ONLY LIMITATION IS THE LENGTH YOU SPECIFY.

THESE ARE THE COMMANDS USED WITH RANDOM ACCESS FILES:

OPEN <FILENAME>, L<LENGTH> - SAME AS SEQUENTIAL FILES, EXCEPT YOU SPECIFY A LENGTH (LESS THAN 65535)

WRITE <FILENAME>, R<RECORD NUMBER> -ALSO THE SAME, EXCEPT YOU MUST SPECIFY A RECORD NUMBER (NOT GREATER THAN THE LENGTH YOU SPECIFIED).

READ <FILENAME>, R<RECORD NUMBER> -LOADS THE DATA FROM THE RECORD INTO THE BUFFER.

CLOSE <FILENAME> -IS THE SAME.

HTAB 1: PRINT CHR$(4); "<COMMAND>" -SEE ABOVE.

THE FOLLOWING IS A SAMPLE OF USE OF A RANDOM ACCESS FILE:

```
80 REM A Random Access File Example
90 REM Let's make a simple list of phone numbers
100 DIM NM$(200), PH$(200)
110 ?"Hit <RETURN> only when done.":?
120 ?"ENTRY #";NUM+1
130 INPUT "ENTER NAME: "; NM$(NUM)
135 IF NM$(NUM)="" THEN 200
140 INPUT "ENTER PHONE NO:"; PH$(NUM)
150 IF PH$(NUM)="" THEN 200
160 NUM=NUM+1
170 GOTO 120
200 D$=CHR$(4): HTAB 1
205 ?" One moment.."
210 ?D$; "OPEN PHONENOS, L200"
```

```
211 REM The file must be able to fit on your media,or
212 REM else you'll get a 'No More Room' message.
220 FOR I=0 to NUM-1
225 ?D$; "WRITE PHONENOS,R";I
230 ?NM$(I); "  "; PH$(I)
240 NEXT I
250 ?D$; "WRITE PHONENOS,R";I
260 ?"EOF": REM A end of file marker
270 ?D$; "CLOSE PHONENOS"
999 END
```

THE PROGRAM TO INPUT DATA COULD BE AS FOLLOWS:

```
100 REM Read from the phone number file
110 DIM NAMEANDPHONE$(200)
200 D$=CHR$(4): HTAB 1
210 ?D$; "OPEN PHONENOS,L200"
220 ?"ONE MOMENT"
230 ?D$; "READ PHONENOS,R";N%
240 INPUT NAMEANDPHONE$(N%): HTAB 1
250 IF NAMEANDPHONE$(N%)="EOF" THEN 300
260 N%=N%+1
270 GOTO 230
280 REM You don't have to read or write records
290 REM in order. I did it this way for convenience.
300 ?D$; "CLOSE PHONENOS"
310 ?"Push any key to print."
320 ?"Push <P> to print on printer."
330 GET K$
340 IF K$="P" OR K$="p" THEN PR#1
350 ?"  NAME,   PHONE NUMBER": ?
360 FOR I=0 to N%-1: ?I; "  "; NAMEANDPHONE$(I): NEXT
370 PR#0: END
```

YOU COULD ALSO WRITE A PROGRAM THAT WOULD CHANGE CERTAIN RECORDS ONLY. I'LL LEAVE THAT FOR YOU TO TRY.

SmartBASIC IS VERY SLOW IN THE WAY IT CHANGES RECORDS. THIS IS BECAUSE IT REWRITES THE WHOLE FILE EACH TIME YOU CHANGE A RECORD. EACH RECORD IS AS LONG AS THE LONGEST RECORD IN THE FILE. TRUE RANDOM ACCESS WOULD HAVE YOU SPECIFY THE LENGTH OF EACH RECORD, AND ONLY REWRITE ONLY THE RECORD, NOT THE ENTIRE FILE.

THERE IS ALSO A BUG IN THE WAY THESE FILES ARE SAVED. EACH TIME YOU WRITE TO THE FILE, A NEW FILE IS CREATED, AND AFTER A WHILE THESE FILES ACCUMULATE IN YOUR DIRECTORY UNTIL EVENTUALLY YOU GET A 'No More Room' MESSAGE WHEN YOU TRY TO OPEN A NEW FILE. FOR EXAMPLE, TRY THE ABOVE PROGRAMS A FEW TIMES, AND THEN USE THE UtilDump OR FDump PROGRAM TO PRINT OUT THE DIRECTORY. YOU WILL NOTICE THAT THERE ARE SEVERAL DELETED COPIES IN THE DIRECTORY, AND THAT SmartBASIC NEVER WRITES A NEW TEXT FILE OVER THE OLD ONES. NEXT MONTH, I WILL EXPLAIN A MACHINE LANGUAGE FIX FOR THIS, UNLESS SOMEONE OUT THERE KNOWS AN EASIER WAY.

ANOTHER FASTER WAY YOU COULD SAVE DATA IS BY
ADJUSTING YOUR LOMEM, LOADING YOUR DATA INTO MEMORY
INTO MEMORY WITH POKES, AND THEN BSAVING THAT PORTION
OF MEMORY. NEXT MONTH, I WILL GO INTO HOW YOU CAN
CREATE A RANDOM ACCESS TYPE FILES BY DOING THIS.

```
56 A SECRET PROGRAM
66 BY BOB LENNES
10POKE 18711, 10:GR:POKE 18711, 240
15COLOR =2:FOR I=0 TO 39:HLIN 1, 39 AT I:NEXT
20COLOR =9
30FOR I=5 TO 10:FOR J=0 TO 1:HLIN 15-I, 26+I AT
J+I*2-2 :NEXT J, I
40FOR I=20 TO 27:HLIN 5, 36 AT I:NEXT
50FOR I=10 TO 5 STEP -1:FOR J=0 TO 1:HLIN 15-I, 26+I
AT J+(10-I+5)*2+13:NEXT J, I
60COLOR =0
70HLIN 12, 29 AT 32
80FOR I=11 TO 30 STEP 6:HLIN I, I+1 AT 31:NEXT
90HLIN 13, 15 AT 18:HLIN 26, 28 AT 18
100PLOT 14, 17:PLOT 27, 17
110HLIN 12, 16 AT 19:HLIN 25, 29 AT 19
120HLIN 13, 15 AT 20:HLIN 26, 28 AT 20
130COLOR =2
140PLOT 10, 8:PLOT 31, 8
150COLOR =4
160FOR I=4 TO 7:HLIN 19, 21 AT I:NEXT:HLIN 20, 22 AT 3
170 M1$=">ZEEO": M2$=">ZBBEM;;D"
180FOR I=1 TO 5: M$=M$+CHR$(ASC(MID$(M1$, I,
1))+10):NEXT: M$=M$+" "
190FOR I=1 TO 9: M$=M$+CHR$(ASC(MID$(M2$, I,
1))+10):NEXT
200HTAB 9:? M$; "!"
220 P=PEEK(64885):IF P<>27 THEN 220
```

ERRATA

PLEASE ADD THE FOLLOWING LINE TO THE MENUSELCT PROGRAM
PRINTED IN THE AUGUST ISSUE. IT RESTORES THE CURSOR
UPON GOING TO ANOTHER PROGRAM:
645 POKE 16953,95

HERE IS A GREAT LOOKING THREE DIMENSIONAL PLOTTING
PROGRAM WHICH IS ON THE NIAD BASIC PD LIBRARY # 2.
WOULD YOU MATH WHIZES FIGURE OUT HOW WE CAN CREATE A
GENERAL PURPOSE 3D SURFACE PLOT PROGRAM FROM THIS ?

```
10DIM G(43), P(27, 17)
20HGR2:HCOLOR =3
30FOR I=1 TO 43: G(I)=159-(6*(I-27))*(I>27):NEXT I
40 Y=-8:FOR I=127 TO 31 STEP -6
50 X=-13:FOR J=128-I TO 234-I STEP 6: JC=(J+5)/6
60 Z=SIN(.05*(X*X+Y*Y))*5
70IF Z+I<0 THEN Z=-I
80IF Z+I<=G(JC) THEN 110
90IF J=128-I THEN HPLOT J, G(JC):GOTO 130
100HPLOT  TO J, G(JC):GOTO 130
110 G(JC)=Z+I:IF J=128-I THEN HPLOT J, Z+I:GOTO 130
120HPLOT  TO J, Z+I
130 P(X+14, Y+9)=G(JC): X=X+1:NEXT J: Y=Y+1:NEXT I
140FOR X=1 TO 27:HPLOT 6*X-5, P(X, 1)
150FOR Y=2 TO 17:HPLOT  TO 6*(X+Y)-11, P(X, Y)
160NEXT Y:NEXT X:FOR X=1 TO 27
170HPLOT 6*X-5, P(X, 1) TO 6*X-5, 159:NEXT X
180FOR Y=2 TO 17
190HPLOT 6*Y+151, P(27, Y) TO 6*Y+151, 165-Y*6:NEXT Y
200HPLOT 1, 159 TO 157, 159 TO 253, 83
```

BASIC CLINIC

SINCE MANY OF YOU ARE BEGINNERS TO THE ADAM AND/OR
SMARTBASIC I WOULD ENCOURAGE YOU TO WRITE IN WITH
QUESTIONS/ PROBLEMS, ETC. THAT WE CAN START COMPILING
IN A BEGINNERS WORKSHOP. NO QUESTION IS TOO DUMB, AS
IT WILL HELP OTHER ADAMITES. I STONGLY SUGGEST THAT
YOU NOVICES PURCHASE THE ADAM LEARNING EXPRESS AUDIO
COURSE TO GET YOU STARTED. THIS COURSE WILL SAVE YOU
ALOT OF TIME IN LEARNING ABOUT YOUR ADAM AND
SMARTBASIC. I ALSO SUGGEST THE FIRST BOOK OF ADAM AS
AN EXCELLENT STARTER BOOK FOR LEARNING BASIC
PROGRAMMING. NIAD CARRIES BOTH OF THESE PRODUCTS AT A
DISCOUNT PRICE - PLEASE TAKE ADVANTAGE OF THIS BASIC
TRAINING WHICH WILL PAY OF IN INSURING YOU EFFECTIVELY
USE YOUR ADAM.
I PERSONALLY FIND THAT THE BEST WAY TO LEARN BASIC IS
TO FIRST LEARN THE FUNDAMENTALS AND THEN LEARN BY
EXAMPLE. THIS IS ONE OF THE REASONS I LIKE THE FIRST
BOOK OF ADAM IT TEACHES THE BASICS AND THEN WALKS THE
STUDENT THROUGH THE DESIGN AND PROGRAMMING OF A
PROGRAM. THE FIRST PROGRAM THEY TEACH IS A
MULTIPLICATION DRILL PROGRAM FOR CHILDREN WHICH IS ONE
EVERYONE CAN UTILIZE. THE COLECO SMARTBASIC MANUAL
ALSO HAS SOME SAMPLE PROGRAMS IN IT, BUT IT IS MORE OF
A REFERENCE BOOK THEN A TRAINING MANUAL.

POKING AROUND

LAST MONTH WE TALKED ABOUT PEEKS AND POKES. MANY
PEOPLE HAVE ASKED ABOUT POKE LOCATIONS AND WE HAVE HAD
SOME COVERED IN VARIOUS ARTICLES. HOWEVER, I THOUGHT
IT WOULD BE HELPFUL TO PUT ALL THE POKES IN ONE SPOT
SO THIS MONTH WE WILL START "POKING AROUND" AND WILL
ADD MORE POKES EACH MONTH. PLEASE SEND IN ANY POKES
YOU HAVE FOUND SO WE CAN END UP WITH A BIG AND USEFUL
LIST.

COLOR POKES:

PLEASE SEE P.R. DICK'S ARTICLE IN THIS MONTHS UTILITY
WORKSHOP FOR AN EXCELLENT PROGRAM THAT PROVIDES YOU
WITH A MECHANISM TO CHANGE COLORS IN ALL ADAM MODES.
HERE ARE THOSE POKE LOCATIONS - NOTE: THE COLOR
CODES THAT ARE POKED IN ARE THE ONES RECOGNIZED BY THE
TEXAS INSTRUMENTS COLOR GRAPHICS CHIP, NOT THE ONES IN

THE SMARTBASIC MANUAL. HERE ARE THOSE COLOR CODES:

0 - TRANSPARENT (DEFAULTS TO WHATEVER IS SET FOR THE BACKGROUND COLOR)

1 - BLACK	9 - LIGHT RED
2 - MEDIUM GREEN	10 - DARK YELLOW
3 - LIGHT GREEN	11 - LIGHT YELLOW
4 - DARK BLUE	12 - DARK GREEN
5 - LIGHT BLUE	13 - MAGENTA
6 - DARK RED	14 - GRAY
7 - CYAN	15 - WHITE
8 - MEDIUM RED	

ALSO, PLEASE NOTE THAT FOR ALL THE TEXT POKES THE POKE VALUE MUST CONTAIN BOTH THE COLOR OF THE TEXT AND THE COLOR OF THE "BACKGROUND" BLOCK THE TEXT IS TO BE PRINTED ON - HAVE I CONFUSED YOU ? HERE IS AN EXAMPLE: TO SET THE COLOR OF THE TEXT ON THE BASIC TEXT SCREEN (NOT LR OR HGR SCREENS) TO WHITE YOU WOULD POKE THE VALUE OF 240 INTO LOCATION 17115 (POKE 17115,240).

THIS VALUE OF 240 IS CALCULATED BY MULTIPLYING THE TI COLOR CODE FOR WHITE OF 15 BY 16 AND ADDING THE COLOR OF THE BACKGROUND DESIRED, WHICH IS 0 IN THIS CASE FOR TRANSPARENT. TRANSPARENT BACKGROUND MEANS THAT WHATEVER COLOR IS SET FOR THE BACKGROUND POKE LOCATION WILL SHOW THROUGH. LETS TRY WHITE LETTERS ON A MEDIUM RED BACKGROUND - 15 X 16 + 8 (MED RED) = 248, ETC. PLEASE NOTE THAT AFTER YOU DO THESE POKES YOU MUST ENTER "TEXT" IN BASIC TO MAKE THEM EFFECTIVE. IF YOU ARE DOING GR POKES YOU MUST ENTER GR AFTER DOING THEM, ETC.

TO MAKE SURE YOU UNDERSTAND THIS DO PRINT PEEK (LOCATION ADDRESS) FOR THE ADDRESSES LISTED HERE BEFORE YOU POKE IN ANY NEW VALUES.

TEXT COLOR POKES:
17115 - NORMAL TEXT
17126 - INVERSE TEXT
17059 - BACKGROUND COLOR

GR LOW RES COLOR POKES:
18711 - TEXT
18633 - GRAPHICS WINDOW
18607 - BACKGROUND

HGR HI RES COLOR POKES:
25563 - TEXT
25471 - GRAPHICS WINDOW
25431 - BACKGROUND
16777 - HPLOT COLOR

MISC POKES:
16953 - BASIC CURSOR CHARACTER
16149 & 16150 - POKE ADDRESS LIMIT
16821 - CURRENT DEFAULT DRIVE

```
10HOME:TEXT:?:HTAB 4:? "TOWER TO TOWER PUZZLE":?
20?:?
30? "TO PLAY THE GAME, TRY MOVING":?
31? "ALL OF THE DISKS FROM ONE":?
32? "TOWER TO ANOTHER WITHOUT":?
33? "PUTTING A LARGER DISK ON TOP":?
34? "OF A SMALLER DISK.":?
35? "YOU CAN MOVE ONLY ONE DISK":?
36? "AT A TIME."
37?:?:? "PRESS ANY KEY TO BEGIN.":GET V$
60HOME:GR:COLOR =12:DIM A(3, 5)
70FOR X=33 TO 35:HLIN 2, 36 AT X:NEXT X
80VLIN 20, 33 AT 8
90VLIN 20, 33 AT 19:VLIN 20, 33 AT 30
130COLOR =1:FOR X=1 TO 5
140HLIN 8-X, 8+X AT 2*X+22
150 A(1, X)=X: A(2, X)=0: A(3, X)=0
160NEXT X
200INPUT "TOWER (1-3) TO TOWER (1-3), SEPARATE NUMBERS
WITH A COMMA. "; T1, T2:?
210 DISK=0:FOR X=1 TO 5
220IF DISK>0 OR A(T1, X)=0 THEN 260
230 DISK=A(T1, X): XCTR=8+(T1-1)*11: A(T1, X)=0
240COLOR =0:HLIN XCTR-DISK, XCTR+DISK AT 2*X+22
250COLOR =12:PLOT XCTR, 2*X+22:COLOR =1
260NEXT X
270IF DISK=0 THEN ? "NO DISK THERE!":GOTO 200
280 EMPTY=0:FOR X=5 TO 1 STEP -1
290IF EMPTY=0 AND A(T2, X)=0 THEN EMPTY=X
300NEXT X:IF EMPTY=5 THEN 340
310IF A(T2, EMPTY+1)>=DISK THEN 340
320? "YOU CAN'T DO THAT!": T2=T1:GOTO 280
340 X=8+(T2-1)*11: Y=2*EMPTY+22
350COLOR =1:HLIN X-DISK, X+DISK AT Y
360 A(T2, EMPTY)=DISK
370?:IF T2=1 OR EMPTY<>1 THEN 200
380? "GOOD SHOW OL' CHAP!!!"
```

UTILITIES WORKSHOP

COMPLETE SCREEN COLOR CONTROL
BY P.R. DICK
OF DATA DOCTOR
SMARTHEXUS FILE #:1001
FOR NTAD & PUBLIC DOMAIN
7/3/85

THE USE OF COLOR SCREENS CAN CERTAINLY ADD APPEAL TO ANY PROGRAM. THE FOLLOWING PROGRAM PERMITS YOU TO SELECT ALL THE BACKGROUND AND FONT COLORS FOR TEXT, GR, AND HGR MODES. FOR EASE OF USE, IT ALSO INCREASES THE TEXT WINDOW IN BOTH GRAPHICS MODES TO EIGHT LINES. MOREOVER, YOU CAN LIST THE COLOR CODE TABLE AND THE SPECIFIC MODE POKE VALUES AT ANY TIME. YOU MAY PRESS <ESCAPE> AT VIRTUALLY ANY POINT TO RESET ALL ADDRESSES TO THEIR DEFAULT VALUES (IN CASE OF ILLEGIBLE FONTS). FINALLY, THE PROGRAM IS MENU-DRIVEN FOR QUICK/EASY ACCESS.

```
1000ONERR  GOTO 1030
110&  SmartNEXUS FILE #:1001
120&  BY DATA DOCTOR
130&  FOR NIAD & PUBLIC DOMAIN
140&  INITIALIZE VARIABLES
150TEXT:CLEAR:SPEED =255: BL$=CHR$(7):FOR X=1 TO 5:
BE$=BE$+BL$:NEXT:GOSUB 360:POKE 16953, 32:DIM CC$(16)
160 P$="POKE":FOR X=1 TO 3:READ T(X), G(X), H(X):NEXT
170DATA
17059,18607,25431,17115,18711,25568,17126,18633,25471
180FOR X=0 TO 15:READ CC$(X):NEXT
190DATA   TRANSPARENT,BLACK,MEDIUM GREEN,LIGHT
GREEN,DARK BLUE,MEDIUM BLUE,DARK RED,CYAN
200DATA   MEDIUM RED,LIGHT RED,DARK YELLOW,LIGHT
YELLOW,DARK GREEN,MAGENTA,GRAY,WHITE
210FOR X=1 TO 5:READ MM$(X):NEXT
220DATA   REVIEW COLOR CODES,CHANGE TEXT COLORS,CHANGE
GR COLORS,CHANGE HGR COLORS,END THE SESSION
230FOR X=1 TO 8:READ TM$(X):NEXT
240DATA   CHANGE BCKGRND SCREEN,CHANGE NORMAL
LETTERS,CHANGE NORMAL SCREEN,CHANGE INVERSE LETTERS
250DATA   CHANGE INVERSE SCREEN,REVIEW COLOR
CODES,LIST POKE VALUES,RETURN TO MAIN MENU
260 A(1)=PEEK(T(1)): A(2)=INT((PEEK(T(2)))/16):
A(3)=(PEEK(T(2)))-A(2)*16
270 A(4)=INT((PEEK(T(3)))/16):
A(5)=(PEEK(T(3)))-A(4)*16: ES$=CHR$(27)
280 GM$(1)="CHANGE SCREEN COLORS":FOR X=2 TO 4:
GM$(X)=TM$(X+4):NEXT
290FOR X=1 TO 3:G2$(X)=TM$(X):NEXT: G2$(4)="CHANGE
GRAPHICS WINDOW": G2$(5)="RETURN TO MENU #1"
300 B(1)=PEEK(G(1)): B(2)=INT((PEEK(G(2)))/16):
B(3)=(PEEK(G(2)))-B(2)*16
310 B(4)=INT((PEEK(G(3)))/16)
320 C(1)=PEEK(H(1)): C(2)=INT((PEEK(H(2)))/16):
C(3)=(PEEK(H(2)))-C(2)*16
330 C(4)=INT((PEEK(H(3)))/16)
340&  MAIN MENU MODULE
350TEXT:VTAB 2:HTAB 11:INVERSE:? " MAIN MENU ":NORMAL
360FOR X=1 TO 5:VTAB 2*X+4:HTAB 6:? X; ": ";
MM$(X):NEXT
370VTAB 23:HTAB 1:GET MM$:IF MM$=ES$ GOTO 1010
380 MM%=VAL(MM$):IF MM%<1 OR MM%>5 THEN ? BE$; :GOTO
370
390GOSUB 860:ON MM% GOSUB 420, 440, 590, 590, 850
400RUN
410&  TEXT COLOR MENU
420TEXT:VTAB 2:HTAB 10:INVERSE:? " COLOR CODES
":NORMAL
430VTAB 5:FOR X=0 TO 15: X$=STR$(X):HTAB 8-LEN(X$):?
X; " = "; CC$(X):NEXT:GOTO 920
440TEXT:VTAB 2:HTAB 8:FLASH:? " TEXT COLOR MENU
":NORMAL
450VTAB 6:HTAB 2:INVERSE:? "          OPTIONS
":VTAB 6:HTAB 27:? " SET":NORMAL
460VTAB 8:FOR X=1 TO 8:? " "; X; ":"; TM$(X):NEXT
470VTAB 8:FOR X=1 TO 5:HTAB 30-LEN(STR$(A(X))):?
A(X):NEXT
480VTAB 23:HTAB 1:GET TM$:IF TM$=ES$ GOTO 1010
490 TM%=VAL(TM$):IF TM%<1 OR TM%>8 THEN ? BE$; :GOTO
480
```

```
500GOSUB 860:IF TM%=8 THEN RUN
510IF TM%=6 THEN GOSUB 420:GOTO 440
520IF TM%<6 GOTO 570
530TEXT:VTAB 2:HTAB 7:INVERSE:? " TEXT COLOR POKES
":NORMAL
540 D(1)=A(1): D(2)=A(2)*16+A(3): D(3)=A(4)*16+A(5)
550FOR X=1 TO 3:VTAB 2*X+4:HTAB 7:? "#"; X; " "; P$; "
"; T(X); ", "; D(X):NEXT
560VTAB 12:HTAB 7:? "#4 TEXT":GOSUB 920:GOTO 440
570 ZZ%=TM%: VT=21:GOSUB 960: A(TM%)=NW%:GOSUB
880:GOTO 440
580&  UNIFIED GR & HGR COLOR MENUS
590IF MM%=3 THEN GR: G$="GR"
600IF MM%=4 THEN HGR: G$="HGR"
610GOSUB 910:VTAB 14:HTAB 9:? G$; " COLOR MENU #1":?
620FOR X=1 TO 4:? "       "; X; ": "; GM$(X):NEXT
630VTAB 23:HTAB 1:GET GM$:IF GM$=ES$ GOTO 1010
640 GM%=VAL(GM$):IF GM%<1 OR GM%>4 THEN ? BE$; :GOTO
630
650GOSUB 860:IF GM%=4 THEN RUN
660IF GM%=2 THEN GOSUB 420:GOTO 590
670IF GM%=1 GOTO 760
680HOME:VTAB 16:HTAB 10:? G$; " MODE POKES":IF MM%=4
GOTO 720
690 E(1)=B(1): E(2)=B(2)*16+B(3): E(3)=B(4)*16+B(4)
700FOR X=1 TO 3:HTAB 8:? "#"; X; " "; P$; " "; G(X);
", "; E(X):NEXT
710VTAB 21:HTAB 8:? "#4 "; G$:GOSUB 920:GOTO 590
720 F(1)=C(1): F(2)=C(2)*16+C(3): F(3)=C(4)*16+C(4)
730FOR X=1 TO 3:HTAB 8:? "#"; X; " "; P$; " "; H(X);
", "; F(X):NEXT:GOTO 710
740VTAB 23:HTAB 1:GET G2$:IF G2$=ES$ GOTO 1010
750 G2%=VAL(G2$):IF G2%<1 OR G2%>4 THEN ? BE$; :GOTO
630
760GOSUB 910:VTAB 14:HTAB 9:? G$; " COLOR MENU #2":?
770FOR X=1 TO 5:? "       "; X; ": "; G2$(X):NEXT
780VTAB 23:HTAB 1:GET G2$:IF G2$=ES$ GOTO 1010
790 G2%=VAL(G2$):IF G2%<1 OR G2%>5 THEN ? BE$; :GOTO
780
800GOSUB 860:IF G2%=5 GOTO 590
810HOME:VTAB 18:? " "; G2$(G2%):? " CURRENT SETTING:";
:IF MM%=3 THEN ? B(G2%):GOTO 830
820? C(G2%)
830 ZZ%=G2%: VT=21:GOSUB 960:IF MM%=3 THEN
B(G2%)=NW%:GOSUB 890:GOTO 760
840 C(G2%)=NW%:GOSUB 900:GOTO 760
850POKE 16953, 95:TEXT:HTAB 11:? "THANK YOU!!":VTAB
23:HTAB 1:END
860? BL$; :FOR TD=1 TO 150:NEXT:? BL$; :RETURN
870&  BOTTOMLINE COLOR ROUTINES
880POKE T(1), A(1):POKE T(2), A(2)*16+A(3):POKE T(3),
A(4)*16+A(5):TEXT:RETURN
890POKE G(1), B(1):POKE G(2), B(2)*16+B(3):POKE G(3),
B(4)*16+B(4):GR:RETURN
900POKE H(1), C(1):POKE H(2), C(2)*16+C(3):POKE H(3),
C(4)*16+C(4):HGR:RETURN
910POKE 16958, 16:POKE 16993, 8:POKE 16995,
16:HOME:RETURN
920VTAB 23:HTAB 3:INVERSE:? " PRESS <RETURN> TO
CONTINUE":NORMAL
930VTAB 23:HTAB 1:GET GO$:IF GO$=ES$ GOTO 1010
```

```
940IF G0$<>CHR$(13) THEN ? BE$: :GOTO 930
950GOTO 860
960VTAB VT:? " ENTER VALUE FOR OPTION #"; ZZ%;
":":VTAB 23:? " -PRESS <RETURN> AFTER TYPING-"
970POKE 16953, 95:VTAB VT:HTAB 28:INPUT " "; NW$:IF
NW$=ES$ GOTO 1010
980 NW%=VAL(NW$):IF NW%<0 OR NW%>15 THEN ? BE$: :GOTO
960
990POKE 16953, 32:GOSUB 860:RETURN
1000& ROUTINE TO RESET DEFAULT COLOR VALUES IF
<ESCAPE> IS PRESSED
1010POKE T(1), 0:POKE T(2), 240:POKE T(3), 15:POKE
G(1), 1:POKE G(2), 240:POKE G(3), 17
1020POKE H(1), 1:POKE H(2), 240:POKE H(3), 17:RUN
1030RUN
```

SETTING MARGINS IN SMARTBASIC
BY DAN PEASE

```
5POKE 16953, 222
10HOME:? "    MARGIN SETTING PROGRAM":?:?:? "     BY
DANIEL PEASE"
20?:? "  SO YOU WANT SET A MARGIN":? "   IN BASIC?
" :? " NO PROBLEM...."
30?:? " LETS SET THE LEFT MARGIN":? " FIRST."
50? " USE THE ARROW KEYS TO MOVE":? "   THE
INDICATOR.. ."; CR$
55 RT=1: LF=31
58? " PRESS 'ESCAPE/WP' TO SET":? "  MARGIN AT THAT
LO CATION":?
60VTAB 21:?
68GET K$: K%=ASC(K$)
69IF K%=27 THEN 120
80IF K%<>161 AND K%<>163 THEN 60
90IF K%=161 THEN  RT=RT+1:IF RT>30 THEN  RT=1
100IF K%=163 THEN  RT=RT-1:IF RT<1 THEN  RT=1
110POKE 16956, RT:GOTO 60
120HOME:? " OKAY, THAT SET THE RIGHT":? "  MARGIN AT
" ; RT
130?:? " IN OTHER WORDS, YOU NEED":? "  TO POKE
16956,"; RT
140? "  TO GET THIS MARGIN."
150?:? " LET'S DO THE RIGHT MARGIN.."
158? " PRESS 'ESCAPE/WP' TO SET":? "  MARGIN AT THAT
LOCATION":?
160VTAB 21:HTAB LF
168GET K$: K%=ASC(K$)
169IF K%=27 THEN 320
190IF K%=161 THEN  LF=LF+1:IF LF>31 THEN  LF=31
200IF K%=163 THEN  LF=LF-1:IF LF<5 THEN  LF=31
210POKE 16957, LF:GOTO 160
320HOME:? " OKAY..."
330POKE 16953, 95
340? " TO GET THE CURSOR LIKE":? "  THAT YOU POKE
16953,222"
350? " POKE 16953,95  FOR NORMAL":? "  CURSOR."
360? " IT WOULD BE BEST IF ALL":? "  THE PROGRAMMERS
WOULD":? "  USE A FEW SPACES AT THE"
370? " START AND END OF EACH":? "  LINE, AS YOU
MIGHT":? "  NOW AGREE."
380?:? " USING A TV FOR A DISPLAY":? "  CAN GET
MADDENNING":? "  WHEN TEXT IS CROWDED OFF":? "  EITHER
END OF THE LINE!"
390?:? " YOU POKED 16956,"; RT
400? " AND POKED 16957,"; LF
410? " TO GET THE MARGINS SET."
420? "12345678901234567890123456 7890"
425? " TYPE 'LIST 430' FOR MY HOME":? "  ADDRESS.";
430REM   DANIEL PEASE, 12 BUDDS AVE., CHAS.,SC  29405
```

BEGINNERS WORKSHOP

Low Resolution (GR) Workshop By Dan Pease

Low resolution has a "low" image to some people! It is a fine mode to work with on ADAM, though. The BASIC we have lets us use the "GR" mode rather well. There are 1,600 points available to use in 16 different color codes. That can allow for LOTS of creative room!

After reading the SmartBASIC manual you can experiment with the GR commands. There are some easy to enter programs that can aid the experimentation:

A starter program could be:

```
10 REM BEGINNER GR  BY DAN PEASE
20 GR
30 ?" LOOK AT THE MANUAL ON PAGE 112 OR A-11"
40 INPUT "  WHAT COLOR NUMBER TO USE? ";C:COLOR=C
50 INPUT "  WHAT LOCATION TO PLOT- X,Y";X,Y:PLOT X,Y
60 GOTO 30:REM USE "GOTO 20" TO WIPE OUT PREVIOUS PLOT
```

The GR mode can be a lot faster than the HGR mode for getting colors on the screen:

```
10 GR:COLOR=8:FOR X=0 TO 39:VLIN 0,39 AT X:NEXT
```

That is one SHORT program!! But it will get a screen color set fast! To do the same thing from another angle- change the VLIN to HLIN- (or the "V" to an "H").

I guess an important thing to learn from the start would be-WHERE YOU ARE. Here is a "location" program.

```
1REM   LOCATERGR BY DAN PEASE
8HOME:INPUT " IS THERE A GR SCREEN HERE NOW..(THAT
YOU WANT TO LEAVE   THERE?)-Y/N==> "; A$
9 A$=LEFT$(A$, 1):IF A$="Y" OR A$="y" THEN 15
10GR
15?:? " USE CONTROL-C TO END ":?:? " USE JOYSTICK TO
LOCATE POINT"
20 Y=INT(PDL(1)*39/255): X=INT(PDL(3)*39/255)
25COLOR =5
30 CO=SCRN(X, Y):PLOT X, Y:FOR DE=1 TO 5:NEXT:COLOR
=0:PLOT X, Y:FOR DE=1 TO 5:NEXT:COLOR =CO:PLOT X, Y
35VTAB 23:? "  X="; X; "  Y="; Y; "  ";:GOTO 20
```

THIS WILL LET YOU CHECK OUT WHERE YOU ARE AND "ANALYZE" OTHER GR SCREENS FOR THEIR LOCATIONS.THE PROGRAM WILL NOT DESTROY THE EXISTING SCREEN! YOU WILL HAVE A   BLINKING SQUARE FOR THE LOCATION YOU ARE AT. WHEN YOU MOVE THE SCREEN COLOR WILL RETURN TO THE ORIGINAL   COLOR.

LINE 8 IS THERE TO ALLOW YOU TO SKIP THE "GR" COMMAND AND LEAVE A SCREEN INTACT.WHEN YOU DO A "GR" IT CLEARS THE SCREEN LIKE "HOME" DOES FOR TEXT.

LINE 20 READS THE JOYSTICK AND TURNS IT INTO YOUR "X" AND "Y" FOR PLOTTING.LINE 25 JUST PUTS THE COLOR AT GREY ("5") FOR THE "BLINKING" SQUARE'S FIRST COLOR.

LINE 30 USES THE "SCRN" COMMAND TO READ THE COLOR OF THE SCREEN WHERE YOU ARE ABOUT TO PLOT THE "CURSOR". I AM SO GLAD THEY PUT THIS COMMAND IN THE BASIC! THIS LITTLE GUY IS A REAL WORKER FOR GR USE. THE ABILITY TO READ SCREEN COLORS AT ANY POINT ON THE SCREEN LETS YOU SAVE THE SCREEN EASILY!! IT LETS YOU CHECK OUT BONDARIES IN GAMES OR CHECK FOR COLLISIONS IN THE GAME.
IN THIS PROGRAM IT IS USED TO READ THE COLOR OF THE NEXT PLOT FOR THE CURSOR, SO WE CAN "RESET" THE COLOR TO ITS ORIGINAL VALUE WHEN THE CURSOR MOVES ON.
THE DELAY LOOP IS THERE BECAUSE ADAM GOES SO FAST WHEN IT RUNS THIS PROGRAM YOU MAY NOT SEE THE CURSOR CHANGE FROM ITS ORIGINAL COLOR TO GREY THEN BLACK AND BACK TO THE ORIGINAL! ADAM IS FAST! TO CHECK OUT AN EXAMPLE OF HOW FAST HE IS, CONSIDER THE FACT THAT IN A "CLOCK" PROGRAM THAT FAMILY COMPUTING RAN DECEMBER 1984- THEY   USED A FOR..NEXT LOOP TO CONTROL THE CLOCK.
ADAM COULD COUNT TO 908 IN ONE SECOND IN THE LOOP! APPLE MADE IT TO 561 IN ONE SECOND.IBM PC GOT TO 510 IN ONE SECOND.TI-99/4A GOT TO 60. THESE MAY NOT BE TOTALLY ACCURATE COMPARISONS, BECAUSE THE LOOP WAS NOT THE ONLY THING TO CONSIDER.BUT I WAS PROUD TO SEE ADAM HAD TO BE SLOWED DOWN WITH A HIGHER COUNT THAN ANY OTHER COMPUTER LISTED.
THE PROGRAM "PRINT"S THE X AND Y VALUE SO THAT YOU CAN SEE THE REAL LOCATION OF THE CURSOR.

I SAID YOU COULD USE THE SCRN COMMAND TO SAVE A SCREEN AND PERHAPS YOU THOUGHT "GREAT! BUT,HOW?"

TRY THIS PROGRAM (OR GET A BETTER ONE FROM NIAD-RAS VOLUME ONE):

```
2HOME:GOTO 980:REM   SCRIBBLEN -CONDENSED VERSION-BY DAN PEASE

15GR:COLOR =3:REM  DRAW ROUTINE
17?:?:? "   RIGHT TRIGGER = MENU ":? "  NUMBERS= COLOR "
18IF PDL(9)=1 THEN 980:REM  RIGHT TRIGGER ENDS DRAWING
19 C=PDL(13):IF C<>15 THEN COLOR =C
50 X=PDL(3)*39/255: Y=PDL(1)*39/255
60PLOT X, Y:GOTO 18:REM  JESUS LOVES YOU!
500 D$=CHR$(4):INPUT "   WHAT NAME FOR FILE?"; N$:REM SAVE ROUTINE
520? D$; "OPEN "; N$:? D$; "WRITE "; N$
530FOR X=0 TO 39:FOR Y=0 TO 39: C=SCRN(X, Y):IF C=0 THEN 600
560 C$=STR$(C): X$=STR$(X): Y$=STR$(Y):? X$:? Y$:? C$
600NEXT Y:NEXT X:? "0":? "0":? "99"
620HTAB 1:? D$; "CLOSE "; N$:GOTO 980
700HOME:GR:INPUT "  NAME OF PICTURE TO GET?"; N$: D$=CHR$(4)
730? D$; "OPEN "; N$:? D$; "READ "; N$
750INPUT X$, Y$, C$:? X$, Y$, C$: X=VAL(X$): Y=VAL(Y$): C=VAL(C$)
780IF C>15 THEN 810
790COLOR =C:PLOT X, Y:GOTO 750
810HTAB 1:? D$; "CLOSE "; N$
980? " 1.SAVE SCREEN  2.ADD TO IT":? " 3.DRAW A NEW SCREEN"
1000? " 4.GET SCREEN FROM TAPE 5.QUIT":INPUT "  WHAT NUMBER OPTION?(1-5)"; C%
1025IF C%>0 AND C%<5 THEN ON C% GOTO 500, 17, 15, 700
1100TEXT:END:REM  IF YOU USE WRONG NAME FOR FILE THEN CLOSE IT AND DELETE IT
```

THIS IS A NICE SHORT DRAWING PROGRAM I WROTE AND AM SURE YOU WILL ENJOY. THERE ARE SOME THINGS THAT NEED TO BE EXPLAINED ABOUT IT:

IT CREATES A SEQUENTIAL FILE THAT CONTAINS THE SCREEN LOCATION AND COLOR FOR ALL BUT THE "0" VALUE POSITIONS, SO THE SCREEN WILL USE UP LESS SPACE ON TAPE OR DISK IF THERE IS A LOT OF BLACK USED (OR SPACES UNCOLORED).

AS IT IS WRITTEN IT WILL CREATE A "GARBAGE FILE" IF YOU TRY TO "GET" A FILE THAT DOES NOT EXIST OR CREATES AN ERROR. IF YOU DO THAT-THEN DO THIS:

```
0 REM FILE ERASER BY DAN PEASE
5 HOME:INPUT "  WHAT NAME FILE TO ERASE? ";N$
10 D$=CHR$(4):? D$;"OPEN ";N$:? D$;"WRITE ";N$
20 ? N$:? D$;"CLOSE ";N$:? D$;"DELETE ";N$
30 ?" IS IT GONE?...HERE IS A CATALOG":? D$;"CATALOG"
```

THAT SHOULD DELETE THE FILE.
REMEMBER TO ENTER TEXT TO LEAVE THE
GR MODE. THE FILE CREATED BY THE SCRIBBLEN PROGRAM CAN BE ENTERED INTO THE CONTEST SPONSORRED BY MY USER GROUP, HOLY CITY AUG. IT IS A LOW RESOLUTION ONLY CONTEST AND THE FORM TO ENTER IS USED IN THE SCRIBBLEN PROGRAM (OR SCRABBLEN OR A SELF DRAWING SCREEN-ONE PUT THERE BY A PROGRAM YOU WRITE.)

HOLY CITY ADAM USERS GROUP,c/o DAN PEASE,12 BUDDS AVE.,
CHARLESTON HGTS.,SC 29405

JOIN THE GR (LOW RESOLUTION) SCREEN CONTEST!

RULES: (AS UPDATED OCTOBER 1985)
1.ALL ENTRIES MUST BE ON DATA-PACK OR DISK, DISK IS THE PREFERRED MEDIA.
2.ALL ENTRIES MUST BE IN THE FORM USABLE BY THE

SCRIBBLEN PROGRAM BY DAN PEASE **OR** BE CREATED BY A PROGRAM YOU WRITE AND INCLUDE ON THE ENTRY. THIS CAN BE DONE SEVERAL WAYS-DATA SCREENS OR BSAVEED SCREENS OR SIMILAR TO SCRIBBLEN TYPE PROGRAMS OR A PROGRAM THAT USES GR COMMANDS TO DO THE DESIGNS!! THERE ARE EACH OF THESE WAYS DEMONSTRATED ON A SAMPLE PACKAGE WE CAN PROVIDE TO YOU. SEND $10 FOR DISK OR TAPE WITH AN EXAMPLE OF EACH TYPE I SPOKE OF OR $5 AND YOUR OWN MEDIA. MAKE CHECKS OUT TO: DAN PEASE.

THE SAMPLE PACKAGE WILL ALSO BE FULL OF OTHER TYPE PROGRAMS FROM OUR LIBRARY!!(SPECIFY DISK/TAPE) 3. SEND ALL ENTRIES TO HCA FOR EVALUATION. ENCLOSE RETURN POSTAGE TO GET THE MEDIA BACK. WE WILL GIVE EVERYONE THAT ENTERS A FREE PROGRAM ON THE MEDIA THEY SUBMIT IF THEY WILL SEND US A FREE PROGRAM,TOO! BE SURE TO ENCLOSE $1 PER DISK OR TAPE FOR RETURN COST COVERAGE. OTHERWISE WE WILL HAVE TO HANG ON TO IT --WE ARE NOT RICH!

4. UP TO FIVE ENTRIES MAY BE MADE ON EACH MEDIA.PERHAPS YOUR GROUP COULD SEND THEIR FIVE BEST ON ONE ENTRY!

5. PRIZES WILL BE COLECO CARTRIDGES TO THE TOP THREE ENTRIES AND LIBRARY PROGRAMS FOR THE FOURTH AND FIFTH PLACE ENTRIES.

NO DEADLINE HAS BEEN SET AS YET-WE WANT TO GET THE WORD OUT FIRST! ENTRIES WILL BE ACCEPTED FOR AT LEAST THROUGH SEPT. 1986.

WE WILL ALSO USE THIS AS A SOFTWARE EXCHANGE TIME.

CPM 2.2 WORKSHOP

CPM CLINIC

LETS TALK THIS MONTH ABOUT ASSEMBLING A CPM MACHINE LANGUAGE PROGRAM ! NOW, DON'T LET THAT SCARE YOU OFF. IT IS NOT A BIG DEAL AND YOU DON'T HAVE TO BE A "TECHY" TO DO IT. THE FIRST THING IS TO CREATE AN ASM FILE CONSISTING OF THE MACHINE LANGUAGE/ ASSEMBLER INSTRUCTIONS THAT MAKE UP THE PROGRAM. LETS USE THE SCREEN WIDTH PROGRAM I GAVE YOU A FEW MONTHS AGO:
ORG 100H
LXT H,0EA68H
MOV M,A
JMP 00
END)

YOU NEED TO CREATE A FILE WITH THIS PROGRAM IN IT WHICH CAN BE DONE TWO WAYS - ONE IS TO TYPE IT IN VIA GOOD OLE SMARTWRITER AND USE THE ADAM PROGRAM AS EXPLAINED ON PAGE B44 OF THE ADAM CPM 2.2 MANUAL TO CONVERT THE SW FILE TO A CPM FILE. THE SECOND WAY IS TO USE A CPM EDITOR TO TYPE IN THE FILE. PERSONNALLY. I DON'T LIKE THE ED PROGRAM SUPPLIED ON THE CPM 2.2 DDP. THERE ARE TWO NIAD PD EDITOR PROGRAMS THAT CAN BE USED - CREATE3 ON PD VOLUME #1 OR EDIT ON # 3. I LIKE EDIT BETTER - PRINT AND READ THE DOC FILE (EDIT11.DOC) AND REMEMBER TO TURN OFF THE SMARTKEYS WHEN USING THIS PROGRAM. IF THAT IS TOO MUCH HASSLE THEN USE SW. THE RESULTING FILE SHOULD BE SAVED USING

WHATEVER NAME YOU WANT BUT WITH THE .ASM EXTENSION I.E WIDTH.ASM. NOW, PLACE THE ASM.COM AND LOAD.COM PROGRAMS FROM THE MASTER CPM 2.2 DDP ON A DISK ALONG WITH THIS PROGRAM. NOW TURN TO PAGE C73 OF THE ADAM CPM 2.2 MANUAL AND READ A FEW PAGES. LET'S ASSEMBLE OUR PROGRAM BY ENTERING:
A:ASM WIDTH.AAZ

THE FIRST "A" INDICATES THE DRIVE THAT CONTAINS THE ASM.COM PROGRAM. THE "AAZ" EXTENSION INDICATES THE DRIVES THAT CONTAIN THE SOURCE FILE, WHERE THE HEX FILE IS TO BE STORED AND THAT NO PRN FILE SHOULD BE GENERATED RESPECTIVELY.

ONCE THIS PROGRAM RUNS, A USE FACTOR WILL BE DISPLAYED AND ASM TERMINATED. READ PAGE C95 TO SEE IF YOU HAVE ANY ERRORS. ASSUMING NOT THEN ENTER : LOAD WIDTH.HEX WHICH WILL TAKE THE HEX FILE THAT WAS CREATED BY THE ASM AND CREATE A COM FILE WHICH IS READY TO RUN. THERE, THAT WASN'T TOO BAD WAS IT !!

NIAD CP/M PUBLIC DOMAIN LIBRARY
BY C. KOLANDER

LAST MONTH WE STARTED TO COVER THE DIFFERNT DISKS AVAILABLE FROM THE NIAD PD. THIS MONTH WE WILL TRY AND COVER PD VOL. 3. AGAIN IF YOU HAVE QUESTIONS THAT ARE NOT COVERED IN THIS COLUMN SEND THEM TO ME AND I WILL SEE THAT THEY GET ANSWERED.

VOLUMN 3
DIRR.COM - AN ENHANCED DIRECTORY PROGRAM. THIS FILE HAS A VERY GOOD "DOC" FILE. VERY SIMILAR TO SD, BUT PUTS FILE NAMES IN ORDER.

EDIT.COM - THIS PROGRAM IS A LINE EDITOR SOMEWHAT SIMILAR TO THE ED.COM YOU RECEIVED WITH CP/M. I SAY SOMEWHAT BECAUSE THIS UTILITY IS MUCH MORE POWERFUL. FOR STARTS IT HAS A 50K BUFFER. IT ALSO LETS YOU DO OTHER OPERATION SUCH AS FILE PRINTING, FILE COPYING, AND DUMPING OF FILES IN BINARY TO NAME A FEW. THIS ALSO HAS AN EXCELLENT "DOC" FILE (EDIT11.DOC). IT IS ALSO MUCH EASIER TO USE THEN ED.

USQ120. SQ110.COM - THESE ARE THE PROGRAMS NEEDED TO 'SQUEEZE' AND 'UNSQUEEZE' FILES. THEY ARE THE BEST VERSIONS AVAILABLE. SQUEEZERS ARE NICE FOR CONSERVING DISK SPACE (AND WITH ONLY 145K PER DISK WE NEED IT). I RECOMMEND THAT THESE BE USED WITH ASCII FILES ONLY AS BINARY FILES WON'T SQUEEZE ENOUGH TO MAKE IT WORTH WHILE. SEE SQ111.DOC FOR MORE INFORMATION.

PRINTSQ.COM - GOES HAND IN HAND WITH ABOVE FILES. ALLOWS THE PRINTING OF 'SQUEEZED' FILES WITH OUT HAVING TO GO TO THE TROUBLE OF UNSQUEEZING FIRST. REAL GOOD FOR PRINTING 'DOC' FILES THAT YOU DON'T REALLY NEED AFTER PRINTING. THIS TOO HAS AN EXCELLENT 'DOC' FILE.

EBASIC.LBR - THIS IS THE 'ORIGINAL' BASIC FOR CP/M. THIS SET OF PROGRAMS ARE SO GOOD THAT DR CLONED A MORE POWERFUL VERSION KNOWN AS CBASIC. EBASIC IS A TYPE OF

COMPILER BASIC, YOU WRITE YOUR SOURCE CODE THAT IS
THEN TURNED INTO AN INTERMEDIATE CODE. THIS CODE IS
THEN RUN THROUGH THE USE OF ERUN. THERE ARE ALOT OF PD
BASIC PROGRAMS AROUND WRITTEN IN THIS BASIC. A VERY
GOOD DOC FILE IS IN THE LIBRARY.

NSWP.COM - THIS IS ANOTHER UTILITY PROGRAM WITH
MULTIPLE FUNCTIONS. YOU CAN COPY FILES FROM DRIVE TO
DRIVE, USER TO USER, SQ/USQ FILES, BATCH RENAMING TO
NAME A FEW. COPYING CAN BE DONE WITH CRC VERIFICATION.
THERE IS A VERY GOOD 'DOC' FILE FOR THIS ON THE DISK.

DDTX3A.COM - THIS PROGRAM LOADS DDT INTO MEMORY
WITHOUT OVERWRITING THE CCP, THIS CAN BE USEFUL WHEN
MAKING CHANGES TO THE SYSTEM. TO USE SIMPLY TYPE
DDTX3A AT THE PROMPT, DDT HAS TO BE ON THE SAME DISK.

LASM.LBR - LASM IS A LINKING ASSEMBLER. IT CAN PUT
TOGETHER (LINK) MULTIPLE ASM FILE INTO ONE PROGRAM AT
ASSEMBLY TIME. THIS ASSEMBLER RUNS A LITTLE FASTER
THAN ASM.COM , YOU CAN HAVE CONDITIONAL LINKS IN YOUR
PROGRAMS. HAS FAIR 'DOC' FILE.

NULU11LU.COM - THIS IS YET ANOTHER LIBRARY PROGRAM, IT
HAS ALOT MORE FEATURES THAT LU. THIS PROGRAM CAN
UNSQUEEZE FILES AS IT EXTRACTS THEM, PRINT FILES FROM
WITH IN THE LIBRARY (SQUEEZED OR NOT), HAS A
FILESWEEPING MODE AND MORE. TO OPEN A NEW LIBRARY USE
THE -O OPTION FOLLOWED BY A NON-EXSISTENT NAME (I.E.
NEWNAME.LBR) AND IT WILL BE OPENED FOR INSERTING
FILES. OPENING A EXSISTING LIBRARY USE THE -L COMMAND
TO SEE THE NAMES OF FILES IN THE LIBRARY. USING THE
FILESWEEP MODE THE PROGRAM WILL GO THROUGH EACH FILE
ONE AT A TIME ALLOWING YOU TO DO WHICH EVER OPERATION
YOU WISH AND THEN PROCEED TO THE NEXT FILE. THERE IS
NO 'DOC' FILE BUT THE PROGRAM DOES HAVE A GOOD HELP
MENU.

SLOAD.COM - SORRY THIS ONE HAS THE WRONG NAME, IT
SHOULD BE CALLED MLOAD24.COM. THIS PROGRAM CAN BE USED
FOR INSTALLING OVERLAYS INTO PROGRAMS (LIKE MODEM7).
IT WILL AUTOMATICALLY CALCULATE THE OFFSET. TO USE YOU
CALL UP THE PROGRAM AS FOLLOWS MLOAD NEWNAME.TYP
OLDFILE1 OLDFILE2. ONEFILE SHOULD BE A HEX FILE THE
OTHER A COMMAND FILE.

MULTCOPY.COM - THIS IS A COPY PROGRAM SIMILAR TO
COPY.COM THAT CAME WITH CP/M. IT ALLOWS YOU TO COPY
PROGRAMS WITHOUT HAVING TO SPECIFY DRIVES IN THE
COMMAND TAIL. THE DEFAULT DRIVE THE PROGRAM USES IS
D:.

SORT.COM - THIS PROGRAM CAN BE LINKED INTO ANOTHER
FILE USING RMAC/LINK OR CALLED BY ANOTHER PROGRAM. IT
DOES NOT WORK BY IT'S SELF. TO USE IT YOU HAVE TO HAVE
THE FOLLOWING INFORMATION:
BC = NUMBER OF RECORDS TO BE SORTED
DE = RECORD LENGTH
HL = BUFFER ADDRESS

MAKESUB2.COM - THIS PROGRAM DEMONSTRATES AN EASY WAY
ONE COM FILE CAN EXECUTE ANOTHER. CREATE A FILE
$$$.SUB WHICH CONTAINS THE NEXT PROGRAM TO EXECUTE,
THEN WHEN YOU JUMP TO A WARM BOOT CP/M WILL DO A
SUBMIT OF THAT COMMAND.

COMMUNICATIONS WORKSHOP

LAST MONTH WE TALKED ABOUT HOW TO USE THE ADAMLINK
MODEM AND SOFTWARE TO COMMUNICATE AND UPLOAD/DOWNLOAD
SOFTWARE BETWEEN YOUR ADAM AND OTHER COMPUTERS.
IN ORDER TO OBTAIN CPM "COM" (MACHINE LANGUAGE)
PROGRAMS, HOWEVER YOU NEED A SPECIAL MODEM
TELECOMMUNICATIONS PROGRAM THAT CAN RECEIVE THESE
TYPES OF FILES. MANY OF YOU HAVE USED THE ADM300
MODEM PROGRAM TO OBTAIN A MORE SOPHISITCATED MODEM
COMMUNICATION FROM COMPUSERVE. THE BEST CPM MODEM
PROGRAM CONFIGURED FOR THE ADAM IS MADAM7 WHICH
CONTAINS AN AUTODIAL ROUTINE AND ALL THE NORMAL MODEM
7 FUNCTIONS. WE HAVE PUT THIS RECENTLY MODIFIED
PROGRAM ON NIAD CPM PD LIBRARY # 7 ALONG WITH AN
EXTENSIVE DOCUMENTATION FILE. HERE ARE SOME EXCERPTS
FROM THAT DOC FILE THAT WILL HELP EXPLAIN HOW THIS
PROGRAM WORKS:

MADAM7 INSTRUCTIONS
  C O N T E N T S
I. RUNNING IT - COMMANDS
II. PARAMETERS AND DEFAULTS
III. DIALING A NUMBER
IV. RECEIVING FILES
 1. TEXT FILES
 2. PROGRAM FILES (XMODEM)
V. SENDING FILES
 1. TEXT FILES
 2. PROGRAM FILES (XMODEM)
VI. MODIFYING MADAM7.COM
 1. TIME TO WAIT FOR ANSWER
 2. CRC/CHECKSUM
 3. LIBRARIES
VII. FUNCTION KEYS
VIII. KNOWN PROBLEMS

I. FROM THE A> PROMPT IN CP/M, YOU RUN MADAM7 BY
TYPING MADAM7<RET>
. THE PROGRAM HAS AN OPTIONS FIELD WHICH DETERMINES
THE ACTIONS THAT MADAM7 WILL TAKE WHEN IT GAINS
CONTROL OF YOUR ADAM. THESE OPTIONS ARE THE TERMINAL
CONTROLS (T, L, AND E) AND THE MODEM CONTROL CODES (O
AND A) - ALL OF WHICH WILL BE EXPLAINED LATER. YOU
USE THE OPTIONS FIELD IN THE FOLLOWING EXAMPLE:
  A>MADAM7 TA<RET>
THIS COMMAND WILL CAUSE MADAM7 TO LOAD AND RUN. THE
PROGRAM WOULD START
 1. IN <T>ERMINAL MODE
 2. MODEM ON-LINE IN <A>NSWER MODE

THE GENERAL SYNTAX IS MADAM7 (TERM. OPT.)(MODEM OPT.)
AND YOU DO NOT HAVE TO USE BOTH OPTIONS.
I. FOR A HARD COPY OF MOST COMMANDS, HIT CNTRL-P (TO
TURN ON YOUR
PRINTER), RUN MADAM7, AND AT THE COMMAND PROMPT, TYPE
!<RET> FOR THE
MENU.

TO SUMMARIZE, THE ALLOWABLE OPTIONS ARE
    YOU   THEM
ADAM-TO-BBS   T(0 OR A) -->   ?
ADAM-TO-ADAM   L(0 OR A) -->   L(A OR 0)
ADAM-TO-ADAM   E(0 OR A) -->   T(A OR 0)
ADAM-TO-ADAM   T(0 OR A) -->   E(A OR 0)

WE NOW HAVE SOME ADAM BBS' UP AND RUNNING. OUR OWN
BOB WRIGHT HAS STARTED A RBBS RUNNING ON HIS ADAM
CALLED THE TARDIS CONSOLE. BOB SPENT ALOT OF TIME
MODIFYING RYE AND A BBS PACKAGE TO CONFIGURE IT FOR
THE ADAM. HERE ARE THE SPECIFICS:
. CONFIGURE ADAMLINK FOR 8 BITS; NO PARITY; 1 STOP BIT
. HOURS ARE MWF 6:00 TO 10:00 PM
        SAT/SUN 8:00 TO 12:00 MID
                (EASTERN TIME)
. PHONE 207-929-8286. RING ONCE AND THEN CALL BACK IF
YOU WANT VOICE (THERE IS ONLY ONE LINE).

ANOTHER ADAM BBS IS THE ADAM HOTLINE THAT IS
OPERATIONAL 8:00 PM TO 12:00 MID DAILY ON
716-773-2853.

CALL 1-800-835-3001 FOR INFORMATION ON DISCOUNT LONG
DISTANCE RATES FOR COMPUTER COMMMUNICATIONS.

REVIEWS

ROYAL AMBASSODOR VOLUME I BY L. MARSCHAND

THIS IS A COLLECTION OF SMARTBASIC PROGRAMS DEVELOPED
BY DAN PEASE OF THE HOLY CITY ADAM USERS GROUP IN
CHARLESTON HGTS, SOUTH CAROLINA. DAN IS ONE OF OUR
NEWER CONTRIBUTORS AND HAS PROVIDED A HOST OF PUBLIC
DOMAIN BASIC PROGRAMS FOR THE NIAD LIBRARY.
MOST OF THESE PROGRAMS HAVE CHRISTIAN MESSAGES WITHIN
THEM OR HAVE CHRISTIAN THEMES.

1. SCRABBLEN - A LOW RESOLUTION GRAPHICS DRAWING GAME
USING THE JOYSTICK. INCLUDES ABILITY TO SAVE PICTURES
TO AND FROM BOTH MEMORY AND DDP/ DISK. YOU MAY CHANGE
COLORS VIA THE KEYPAD, "LIFT" THE BRUSH TO MOVE IT
WITHOUT DRAWING. DAN HAS ADDED THE FACILITY THAT WHEN
YOU MOVE OVER ANOTHER COLOR, THE PEN COLOR CHANGES TO
MATCH WHATEVER COLOR YOU ARE ON - THIS IS REAL NICE
AND PREVENTS ALOT OF ERRORS BY MAKING YOU CHANGE THE
COLOR TO ANOTHER. SAMPLE PICTURES ARE INCLUDED.
YOU CAN ALSO OVERLAY ONE PICTURE ONTO ANOTHER TO
CREATE SOME NICE EFFECTS.

A NICE ADDITION IS THE OPTION TO SEND YOUR PICTURES IN
TO POTENTIALLY WIN SOME PRIZES BASED ON HOW GOOD YOU
CAN DRAW ! FOR THOSE OF YOU INTO COMPUTER ART THIS
WOULD BE A NICE OPPORTUNITY TO SUBMIT YOUR ENTRIES FOR
JUDGING AND WIN SOME PRIZES. INSTRUCTIONS FOR
SUBMISSION ARE ON THE DISK.

2. LOWRESDATA - THIS PROGRAM IS A GOOD ONE THAT
SUPPORTS SCRABBLEN OR ANY LOW RES DRAWING PROGRAM.
ONCE YOU HAVE FINISHED YOUR MASTERPIECE, LOAD
LOWRESDATA. YOU CAN THEN SAVE YOUR DRAWING AS A
PROGRAM WITH DATA STATEMENT FOR LATER USE IN ANY OTHER
PROGRAM. THIS IS A NICE FEATURE AND IS FASTER THEN
THE FILE CREATION THAT IS USED IN THE BASE SCRABBLEN
PROGRAM TO SAVE AND RETRIEVE PROGRAMS.

3. SCRAMMAKER - THIS IS A NICE PROGRAM THAT ALLOWS YOU
TO CREATE A SCRABBLE TYPE OF GAME. YOU ENTER A NUMBER
OF WORDS OR PHRASES, SCRAMBLE THEM (OR LET THE ADAM
SCRAMMBLE THEM !) AND PROVIDE A HINT. THESE ARE THEN
STORED FOR USE IN ANOTHER PROGRAM. THE SCRAMBLED
MESSAGES ARE DISPLAYED IN HIRES SHAPES ACROSS THE
SCREEN, WHICH ARE WELL DONE AND ADD TO THE GAME. ANY
LETTERS IN YOUR GUESS THAT ARE CORRECT ARE DISPLAYED
IN THEIR CORRECT POSITION TO AID IN DECIPHERING THE
WORD/PHRASE. A PROGRAM IS INCLUDED (UNSCRAMMBL) WITH
SEVERAL SCRAMBLED WORDS.

4. BIBLEBOOKS - A VERSION OF UNSCRAMMBL THAT CONTAINS
ALL THE BOOKS OF THE BIBLE IN ORDER. THIS IS A GREAT
PROGRAM TO HELP PEOPLE LEARN THE BOOKS. HINTS ARE
INCLUDED.
5. DICEMATH - AN ADDITION AND MULTIPLICATION GAME
USING LOWRES COLOR GRAHICS "DICE" TO PRESENT THE
PROBLEM. KEEPS TRACK OF YOUR CUMULATIVE SCORE.

6. ALPHAROLL - HIGH RESOLUTION (ACTUALLY SHAPES)
LETTERS OF THE ALPHABET ARE "ROLLED" ONTO THE SCREEN
(REALLY LOOKS NEAT) AND THEN PRESENTED IN LARGE BLOCK
FORM. THIS IS A GREAT GAME TO REINFORCE CHILDREN
LEARNING THE ALPHABET. DAN DID A REAL NICE JOB ON
THIS ONE.
7. ITISWELL AND SONG2 ARE TWO NICELY DONE SONGS, USING
MULITPLE VOICES AND CHORDS - YOU WILL ENJOY THE
RENDITIONS.
8. VECTORLIST - THIS PROGRAM PRINTS OUT THE VECTORS
FOR ANY KEY PRESSED (LETTERS AND NUMBERS) THAT CAN BE
USED TO BUILD A SHAPE TABLE. THIS IS A GREAT UTILITY
THAT WILL SAVE ANY OF YOU ATTEMPTING TO BUILD SHAPE
TABLES ALOT OF TIME. YOU HAVE TO BE INTO SHAPE TABLES
TO REALLY MAKE ANY USE OF THIS ONE.

OVERALL, I FOUND THIS A GOOD BARGAIN FOR THE ADAM
OWNER. MANY QUALITY PROGRAMS ARE PROVIDED FOR A
REASONABLE PRICE. TWO PUBLIC DOMAIN PROGRAMS ARE ALSO
PROVIDED - MENU (BY BOB LENNES) DISPLAYS ALL THE
PROGRAMS AND ALLOWS YOU TO SELECT WHICH ONE TO RUN.
COLORSET GIVES YOU THE OPTION TO CHOOSE THE COLORS
THAT WILL BE USED FOR BACKGROUND, TEXT, INVERSE, ETC
IN THE PROGRAMS.
THIS IS A GOOD FAMILY PROGRAM WITH SOMETHING FOR

EVERYONE. LETS SUPPORT THIS NEW ADAM SOFTWARE
DEVELOPER WHO IS DOING SUCH FINE WORK FOR US.

RATING - A

PERSONAL ACCOUNTANT BY L. MARSCHAND

THIS PROGRAM ON DATA PACK WAS DEVELOPED BY SOFTSYNC,
INC. OF NEW YORK AND IS AVAILABLE FOR A NUMBER OF HOME
COMPUTERS (COMMODORE, APPLE).
THIS DDP CONTAINS THREE PROGRAMS, THE MAIN ONE OF
WHICH IS BUDGET:

BUDGET IS A COMPREHENSIVE ACCOUNTING PROGRAM FOR
PERSONAL OR SMALL BUSINESS USE. THE DOUBLE ENTRY
ACCOUNTING METHOD IS USED TO POST ALL ITEMS TO ANY OF
FOUR ACCOUNT CATEGORIES - DEPOSIT, LOAN, INCOME,
EXPENSE. THIS IS TRADITIONAL ACCOUNTING PRACTICE (I
HAD TO BONE UP ON MY BASIC ACCOUNTING).

YOU MAY HAVE ANY NUMBER OF "FILES", WHICH ARE THE
NAMES OF THE ACCOUNTS THEMSELVES E.G. CREDIT CARDS,
UTILITIES, FOOD, ETC. HOWEVER, YOU MUST BALANCE THE
NUMBER OF ACCOUNTS WITH THE NUMBER OF ENTRIES YOU WILL
NEED TO MAKE. THE PERSONAL ACCOUNTANT MANUAL
RECOMMENDS YOU SET UP 44 ACCOUNTS WHICH WILL GIVE YOU
286 TOTAL ENTRIES WHICH WILL GIVE MOST OF US PLENTY OF
ROOM FOR MONTHLY ACCOUNTING STATEMENTS. YOUR ACCOUNTS
AND ENTRIES ARE STORED ON A DDP FOR LATER USE IN
PRINTING FINANCIAL REPORTS WHICH ARE THE REAL BENEFIT
OF THIS PROGRAM. THE FOLLOWING REPORTS ARE PRINTED:

TOTAL BALANCE - LISTS EACH ACCOUNT WITH ANY BALANCE,
BY CATEGORY AND TOTALS.
EXPENSE ACCOUNTS - LISTS ALL EXPENSES BY ACCOUNT WITH
A TOTAL.
ASSETS & LIABILITIES - LISTS ALL ACCOUNTS WITH AN
ASSETS OVER LIABILITY TOTAL.
INCOME & EXPENSE RECAP - LISTS ALL SOURCES OF INCOME,
ALL EXPENSES AND PROVIDES AN INCOME OVER EXPENSE
TOTAL.

THIS IS A VERY COMPREHENSIVE PROGRAM THAT APPEARS TO
COVER ALL REQUIRED FUNCTIONS. YOU CAN READ IN YOUR
FILES OF ACCOUNTS, ADD ENTRIES TO AN ACCOUNT,
CHANGE/DELETE ENTRIES PREVIOUSLY MADE, ADD A NEW
ACCOUNT AND LIST ALL ACCOUNTS. AT ANY TIME YOU CAN
ENTER A "Q" FOR QUIT TO GET BACK TO THE MAIN MENU.
THIS PROGRAM HAS OBVIOUSLY GONE THROUGH SEVERAL
IMPROVEMENTS, SINCE IT HAS BEEN OUT FOR AWHILE FOR
OTHER COMPUTERS AND I WOULD GUESS IT IS VERY WELL
TESTED BY NOW.

AMORTIZATION IS A PROGRAM THAT WILL CALCULATE THE COST
OF A LOAN PAYMENT GIVEN LOAN AMOUNT, INTEREST AND
NUMBER OF PAYMENTS. YOU CAN PRINT OUT A TABLE OF ALL
PAYMENTS BROKEN DOWN BY PRINCIPAL, INTEREST AND
REMAINING BALANCE. THE CALENDAR MONTH IS ALSO PRINTED
FOR YOU.

NAMES - THIS IS A GENERAL PURPOSE DATABASE PROGRAM
THAT ALLOWS THE STORING OF 5 FIELDS OF DATA AND
SUBSEQUENT SEARCHING AND PRINTING OF THIS DATA. A
NICE FEATURE IS THE ABILITY TO SEARCH BY EACH OF THE
5 FIELDS. THE RECOMMENDED USE IS FOR NAME AND ADDRESS
FILES BUT COULD BY USED FOR ANYTHING. THE NUMBER OF
ENTRIES IS LIMITED BY THE CURRENT MEMORY WORKSPACE
(ABOUT 18,000 AFTER LOADING THE PROGRAM).

I THINK THIS PROGRAM DDP OFFERS A COMPREHENSIVE SET OF
PROGRAMS FOR THE MANAGEMENT OF THE HOME BUDGET OR A
SMALL BUSINESS. THE ACCOUNTING REPORTS ARE VERY GOOD
AND COULD EVEN BE USED BY AN ACCOUNTANT TO MANAGE HIS
ACCOUNTING PRACTICE FOR CLIENTS. A MANUAL IS SUPPLIED
WHICH GIVES ALL THE INSTRUCTIONS REQUIRED. I
DEFENITELY RECOMMEND THIS FOR THE "ACCOUNTANT-MINDED"
AMONG YOU NIADITES. AVAILABLE FOR $ 19.95 FROM NIAD.

RATING - A+

UNCLE ERNIE'S TOOLKIT

BY: FRANCIS SIFERS

DO NOT BE PUT OFF BY THE SOMEWHAT ODD SOUNDING NAME
FOR THIS BACKUP PROGRAM. THIS IS A VERY COMPREHENSIVE
AND PROFESSIONAL PROGRAM.

I ORDERED THIS PROGRAM AND PAID BY PERSONAL CHECK. I
WAS SURPRISED BY THE SPEED IN WHICH MY ORDER WAS
FILLED. I DON'T THINK MY CHECK HAD TIME TO CLEAR MY
BANK BEFORE I RECEIVED MY ORDER. THE PROGRAM I
ORDERED WAS ON A DISK AND CAME WITH A THIRTY-PAGE
USER'S MANUAL. THE MANUAL WAS VERY COMPLETE AND EASY
TO UNDERSTAND.

TO USE THIS PROGRAM YOU MUST FIRST LOAD BASIC, THEN
LOAD AND RUN THE PROGRAM YOU WISH TO USE FROM THE
TOOLKIT. THE MAIN PROGRAM TOOLKIT COMES IN TWO
VARIATIONS: TOOLKIT D (WITH DISK DEFAULTS) AND
TOOLKIT T (WITH DATA PACK DEFAULTS).

INCLUDED IN THE MAIN PROGRAM ARE THREE SUPPLEMENTAL
PROGRAMS:

1. SCAN/DUMP - THIS FUNCTION ALLOWS THE USER TO SCAN
THE DISK OR DATA PACK TO SEE WHAT IS STORED IN EACH
BLOCK. IF DESIRED, YOU MAY ALSO DUMP THE ENTIRE
CONTENTS OF SPECIFIED BLOCKS TO THE PRINTER.

2. MODIFY - THIS IS A BLOCK EDITOR, WHICH ALLOWS THE
USER TO MODIFY THE CONTENTS OF ANY BLOCK ON DISK OR
DATAPACK.

3. CATALOG UTILITY - DELETED FILES MAY BE RECOVERED
WITH THIS PROGRAM PROVIDED THEY HAVE NOT BEEN WRITTEN
OVER.

BESIDES THE MAIN PROGRAM, THERE ARE FIVE ADDITIONAL
PROGRAMS:

1. QUICKBAK - ANOTHER BACKUP PROGRAM (20 BLOCKS AT A TIME).

2. CATDUMP - ANOTHER CATALOG UTILITY.

3. BLOCKPEEK - LOOK INTO ANY BLOCK ON DISK OR DATA PACK.

4. FIXBAS79 - SET DEFAULT DRIVE FOR DISK SMARTBASIC.

5. HELLO - SAMPLE HELLO PROGRAM FOR DISK SMARTBASIC.

WHILE I HAVE NOT FULLY TESTED EVERY PROGRAM, THE ONES I HAVE USED WORK BEAUTIFULLY.
ALL PROGRAMS ARE FULLY MENU DRIVEN USING THE SMARTKEYS (A NICE FEATURE). ONCE THE SMARTKEYS ARE ACTIVATED THEY CONTINUE TO WORK UNTIL THE USER EXITS THE PROGRAM AND RETURNS TO SMARTBASIC.

RATING - A+

DIABLO
BY IMAGECORP
REVIEW: W. HOTEL

THIS GAME IS PLAYED ON A RECTANGLE SHAPE CONSISTING OF A 13 X 9 TILE AREA. THE TILES ARE MOVED AS IN THE GAMES WE ALL PLAYED WHERE YOU HAVE TO REARRANGE THE SLIDING SQUARES TO EITHER MAKE A PICTURE OR PUT THE LETTERS IN A SPECIFIC ORDER. EACH TILE IN THIS GAME CONSISTS OF EITHER A CURVED ROAD OR STRAIGHT ROAD PATTERN. AS THE TILES CONNECT, THEY FORM A ROADWAY PATTERN SIMILIAR TO A COMPLEX HIGHWAY. OF COURSE, SOME PIECES MEET UP WITH ANOTHER TILE AND FORM A DEADEND.

THE OBJECT IS TO MOVE THE TILES (AS NEEDED) TO GIVE THE MOVING BALL A CONTINUOUS ROAD (PATH). AFTER THE BALL TRAVELS OVER A SECTION OF ROAD ON THE TILE, THAT PART OF THE ROAD DISAPPEARS. YOU WIN THE GAME WHEN YOU HAVE TRAVELED OVER EVERY PIECE OF ROAD. IF YOU HIT A DEADEND OR THE EMPTY TILE SPOT, YOU LOSE THE GAME. YOU ALSO CANNOT OVERLAP (WRAPAROUND) FROM ANY EDGE UNTIL AFTER 60 SECONDS, OR YOU LOSE.

CONTROL IS EITHER VIA THE KEYBOARD ARROWS OR THE JOYSTICK. THE GAME IS IN MACHINE LANGUAGE AND IS SELF-BOOTING. EACH NEW GAME PRESENTS A DIFFERENT PATTERN.
THIS IS A SELF BOOTABLE MACHINE LANGUAGE GAME THAT USES HIGH RESOLUTION COLOR GRAPHICS. THE GAME IS DIFFERENT AND VERY CHALLENGING.
RATING: B

SMURF PAINT 'N PLAY WORKSHOP BY L. MARSCHAND

THIS CARTRIDGE FROM COLECO IS A LOW RESOLUTION COLOR GRAPHICS PROGRAM FOR CHILDREN 3 TO 10. I WOULD JUDGE THIS AS AN EDUCATIONAL PROGRAM SINCE IT TEACHES CREATIVITY, COLORS AND ALLOWS THE USE OF IMAGINATION TO CREATE SCENES WITH THE ADAM. ANIMATED CARTOONS CAN EVEN BE CREATED THAT REPLAY PRERECORDED SCENES WITH MOVEMENTS.

THERE ARE 4 PREDRAWN SCENES - PAPA SMURF'S LIVING ROOM, GARGAMEL'S KITCHEN AND 2 OUTSIDE SCENES. THERE IS ALSO A BLANK SCREEN. THERE ARE 4 CHARACTERS - A SMURF, SMURFETTE, PAPA SMURF AND MEAN OLD GARGAMEL. THESE CHARACTERS CAN BE MOVED FROM SCENE TO SCENE. EACH CHARACTER CAN WALK, JUMP AND CLIMB VIA THE CONTROLLERS.
THERE ARE 3 OBJECT SCREENS - INDOORS, OUTDOORS AND LETTERS/SHAPES. THE PLAYER CAN TAKE THESE OBJECTS AND MOVE THEM TO ANY OF THE 4 SCENES AND "DESIGN" A PLAY AREA - THIS IS WHERE THE IMAGINATION AND CREATIVITY COMES IN. THE CHARACTERS CAN CHANGE THE COLORS OF THE OBJECTS OR FREELANCE COLOR ON ANY OF THE SCREENS, MAKING THEIR OWN DESIGNS USING LOW RES GRAPHICS.
NOW COMES THE FUN PART FOR THE KIDS, THEY CAN RECORD THEIR PLAY SESSIONS - MOVING THE CHARACTERS WITHIN THE PLAY SCENES THEY HAVE CREATED, JUMPING, SLIDING, CLIMBING, ETC. AND THEN PLAY THEM BACK LIKE AN ANIMATED SLIDE SHOW. THIS IS A GREAT FEATURE TO AN OTHERWISE NICE PLAYING GAME. THIS IS WHAT A GOOD COMPUTER SHOULD BE USED FOR IN TEACHING CHILDREN AND ALLOWING THEM TO EXPLORE THEIR OWN IMAGINATIONS.
ANOTHER NICE ANIMATION TECHNIQUE IS THE ABILITY TO MAKE OBJECTS (NOT JUST THE CHARACTERS) MOVE - SUCH AS CLOUDS IN THE SKY, ETC.
THERE ARE OPTIONS FOR 2 PLAYERS WHICH WOULD MAKE FOR SOME INTERESTING ANTICS ! THE MANUAL SUPPLIED IS EXCELLENT AND EVEN GIVES SUGGESTIONS FOR GAMES AND EXERCISES.
OVERALL I FOUND THIS AN EXCELLENT EDUCATIONAL AND ENTERTAINMENT TOOL FOR CHILDREN - IT WOULD BE A GOOD SCHOOL PROGRAM AS WELL.
RATING - A+

DR. SEUSS FIX-UP THE MIX-UP PUZZLER BY L. MARSCHAND

THIS CARTRIDGE FROM COLECO IS ANOTHER IN THE SERIES OF FAMILY LEARNING SOFTWARE FOR CHILDREN AGES 4-10. THREE (OUT OF SIX) OF THE LOVABLE AND FUNNY SEUSS CHARACTERS ARE DISPLAYED IN HIGH RESOLUTION GRAPHICS, MIXED UP AND YOUR JOB IS TO RE-ARRANGE THEM IN THE PROPER ORDER. THE GAME TEACHES PATTERN RECOGNITION, LOGIC, MEMORY AND PROBLEM SOLVING STRATEGIES IN A FUN FORMAT. THERE ARE 5 LEVELS OF PLAY THAT RANGE FROM EASY TO REAL TOUGH THAT OFFER A CONTINUAL CHALLENGE TO THE PLAYERS.
THE BASIC OBJECT OF THE GAME IS TO MOVE THE MIXED-UP PIECES BACK TO MAKE THE THREE CHARACTERS "WHOLE" AGAIN. LEVEL 1 HAS 9 BLOCKS (EACH CHARACTER IS BROKEN INTO 3 PARTS). LEVEL 2 IS ALSO 9 BLOCKS, BUT SOME ARE UPSIDE DOWN ! LEVEL 3 HAS 16 BLOCKS AND LEVEL 5 HAS 25 BLOCKS, MAKING FOR A MESS TO CLEAN UP !! POINTS ARE AWARDED BASED ON HOW LONG IT TAKES TO REARRANGE THE CHARACTERS. USING THE KEYPAD (WITH AN OVERLAY) YOU SELECT ONE BLOCK TO MOVE OUT OF THE PICTURE AND THEN MOVE THE OTHER PIECES AROUND TO RE-CONSTRUCT THE THREE CHARACTERS.
THIS GAME IS REALLY FUN FOR KIDS , BOTH YOUNG AND OLD (MY 3 YEAR OLD AND MY 11 YEAR OLD BOTH ENJOY IT) AND THE COLOR GRAPHICS ARE GREAT.
RATING - A

THIS IS AN AUDIO TRAINING COURSE FOR THE ADAM DEVELOPED BY FLIPTRACK LEARNING SYSTEMS HERE IN ILLINOIS.

THE COURSE CONSISTS OF 2 AUDIO CASSETTES AND A MANUAL. THE AUDIO TRAINING USES A NEAT CONCEPT CALLED "FLIPTRACK" TO SUPPLEMENT THE BASIC INSTRUCTION GIVEN ON THE CASSETTE. HERE'S HOW IT WORKS - WHILE YOU ARE LISTENING TO SIDE ONE OF THE CASSETTE YOU ARE GIVEN SEVERAL OPPURTUNITIES TO DO SPECIAL EXERCISES TO SUPPLEMENT THE INSTRUCTIONS GIVEN (EXERCISES ARE ALSO INCLUDED ON SIDE ONE OF THE TAPE). IF YOU WANT TO TAKE THE SPECIAL EXERCISE (THESE ARE MORE COMPREHENSIVE EXERCISES IN MOST CASES) YOU STOP THE TAPE, "FLIP" IT OVER AND START IT - E.G. THE EXERCISE IS ON THE REVERSE SIDE AT THE SAME PLACE YOU STOP AS INSTRUCTED ON THE FIRST SIDE. THIS IS A NICE CONCEPT BECAUSE IT GIVES YOU THE CHOICE OF CONTINUING ON OR TAKING THE EXERCISE.

THE FIRST TAPE COVERS THE BASICS OF OPERATING THE ADAM AND SMARTWRITER. THE FOLLOWING ARE COVERED ON TAPE 1:

. SETTING UP THE ADAM
. PLAYING GAMES
. USING THE ELECTRONIC TYPEWRITER
. STARTING UP WITH SMARTWRITER
. USING THE SMART KEYS AND SPECIAL COMMAND KEYS
. STORING TEXT
. EDITING TEXT
. USING SEARCH AND REPLACE
. USING THE PRINTER
. DELETING FILES

I FOUND THIS A VERY GOOD BASIC INTRODUCTION TO THE ADAM AND SMARTWRITER. THE INSTRUCTIONS ARE CLEAR, COMPLETE AND GIVEN AT A GOOD PACE. THE COURSE IS ACCURATE AND IT IS OBVIOUS THAT IT WAS WELL RESEARCHED. I HIGHLY RECOMMEND THIS FOR THE NEW ADAM OWNER.

THE SECOND TAPE IS DEVOTED TO SMARTBASIC AND COVERS THE FOLLOWING:

. LOADING BASIC
. MODES OF OPERATION
. CONTROLLING THE PRINTER
. WRITING PROGRAMS
. LISTING, RUNNING, STOPPING THE PROGRAM
. SAVING A PROGRAM
. RENAMING AND DELETING FILES
. DOING CALCULATIONS
. USING GRAPHICS

THIS COURSE CONTAINS WHAT THE COLECO SMARTBASIC MANUAL LACKS WHICH IS A LOGICAL APPROACH TO TRAINING A NOVICE ON THE BASIC LANGUAGE. THE COURSE COVERS ALL THE BASICS AND PREPARES THE NOVICE FOR FURTHUR PROGRAMMING TRAINING. SAMPLE PROGRAMS ARE INCLUDED IN THE MANUAL TO REINFORCE THE INSTRUCTIONS GIVEN. I FOUND THE CONTENTS OF THIS COURSE COMPLETE AND COMPREHENSIVE. OBVIOUSLLY, ALL THE FUNCTIONS AND TRICKS OF SMARTBASIC ARE NOT INCLUDED IN THIS COURSE, WHICH IS GEARED TO THE NOVICE. HOWEVER, ALL THE BASICS ARE COVERED, INCLUDING LOW RESOLUTION GRAPHICS.

OVERALL I FOUND THE COURSES COMPLETE AND VERY ADEQUATE FOR TRAINING NEW ADAM OWNERS. THE USE OF THE CASSETTE TAPES IS A GREAT ADVANTAGE TO THE LEARNING PROCESS AS IT PACES THE STUDENT AND IS A MORE EFFECTIVE METHOD THEN JUST READING A BOOK. BOTH TAPES REQUIRE THE STUDENT TO PERFORM EXERCISES USING THE ADAM AS THEY GO SO THE INSTRUCTIONS ARE REINFORCED THROUGH HANDS ON TRAINING.

I HIGHLY RECOMMEND THIS COURSE FOR ALL NEW ADAM OWNERS, SINCE IT WILL GIVE YOU ALL THE BASICS TO GET STARTED IN USING YOUR ADAM MUCH QUICKER THEN STUDYING THE COLECO MANUALS.

RATING - A+

THE 1985 ADAM RESOURCE DIRECTORY BY L. MARSCHAND

THIS IS A 79 PAGE MANUAL OF ADAM REFERENCE INFORMATION COMPILED AND EDITED BY ADAM LOVER KEITH BURROWS. THE MANUAL IS SOFTCOVER AND WELL DONE WITH GRAPHICS AND NICE PRINTING.
HERE IS THE TABLE OF CONTENTS:

I. SOFTWARE
CONTAINS AN ALPHABETICAL LISTING BY TITLE, WITH MANUFACTURER, PRICE AND A VERY BRIEF DESCRIPTION. THE SECOND LIST IS BY CATEGORY SUCH AS BUSINESS, EDUCTATIONAL, UTILITIES, FINANCES, HOME, GRAPHICS, ENTERTAINMENT, MUSIC, CP/M AND CARTRIDGES.
THIS IS A VERY COMPLETE LIST OF ADAM SOFTWARE. HOWEVER, IT DOES CONTAIN SOME PRODUCTS THAT WERE ON THE DRAWING BOARDS BUT THAT NEVER MADE IT E.G. TROLLS TALE FROM COLECO AND ALL THE WESTICO CP/M PRODUCTS. PLEASE NOTE THAT ALL CP/M PRODUCTS ARE NOW AVAILABLE THROUGH OTHER SUPPLIERS.

II. HARDWARE
A LIST OF PERIPHERALS AVAILABLE FOR THE ADAM. ALSO INCLUDES ITEMS SUCH AS PRINT WHEELS, DUST COVERS, ETC. THIS LIST IS SIMILAR TO THE NIAD PRODUCT LIST, BUT NOT AS CURRENT.

III. RETAILERS
NAMES AND ADDRESSES OF ADAM RETAILERS.

IV. BOOKS AND PUBLICATIONS

V. USER GROUPS
ALPHABETICAL LISTING OF USER GROUPS AND ADDRESSES WITH SPECIAL NOTES RE: NEWSLETTERS, FUNCTIONS, ETC.

VI. USERS
SHORT LISTING OF ADAM USERS WITH NOTES AS TO INTERESTS.

VII. ADVERTISEMENTS
SEVERAL ADS FROM THE LEADING ADAM SUPPLIERS.

OTHER INFORMATION INCLUDED IS A SECTION ON OPERATING TIPS, A LIST OF THE HONEYWELL SERVICE CENTERS, A LIST OF ADAM TELECOMMUNICATION BULLETIN BOARDS AND BULLETIN BOARDS FOR ALL COMPUTERS.

I FOUND THIS A VERY HANDY REFERENCE BOOK SINCE IT CONTAINS VALUABLE ADAM INFORMATION IN ONE PLACE, ORGANIZED FOR EASY ACCESS. I RECOMMEND THIS TO ALL ADAM OWNERS INTERESTED IN THESE SUBJECTS. KEITH PLANS A 1986 EDITION OF THE ADAM RESOURCE DIRECTORY WHICH PROMISES TO BE EVEN BETTER. PLANS ARE TO PUBLISH THE DIRECTORY TWICE A YEAR - SPRING AND FALL. PRICE IS 12.95 POST PAID FROM NIAD OR $13.95 FROM ADAM RESOURCE
P.O. BOX 90
SEELYVILLE, IN 47828

RATING - B+

ADAM DDP FORMAT & DUPLICATION MANUAL BY J. BARRATT

THIS MANUAL WRITTEN BY CHARLES F. SUMMERS, III IS A HANDY LITTLE 15 PAGE MANUAL THAT EXPLAINS HOW AN ORDINARY CASSETTE TAPE CAN BE CONVETED INTO A DDP WITH A MINIMUM OF TOOLS, 2 STEREO DECKS AND A SMALL AMOUNT OF PATIENCE. THE MANUAL HAS SEVERAL ILLUSTRATIONS AND THE DIRECTIONS ARE EASY TO FOLLOW. IT IS AVAILABLE BY ITSELF ($5.95) OR WITH A SAMPLE DDP ($8.95). THE SAMPLE DDP I RECEIVED WAS A SONY HF60 CASSETTE AND IS A GOOD QUALITY. A VIDEO TAPE OF THE PROCEDURE IS ALSO AVAILABLE (VHS/BETA) FOR $19.95 BUT I DID NOT ORDER IT AND DON'T THINK IT IS NECESSARY.
I ORIGINALLY ORDERED THIS MANUAL PRIMARILY OUT OF CURIOSITY BECAUSE I HAVE A DISK DRIVE AND PREFER TO USE IT. SUDDENLY, LAST WEEKEND, I FOUND MYSELF PULLING THIS MANUAL OUT AND USING IT, OUT OF NECCESSITY. I AM OVERSEAS IN A RATHER REMOTE AREA WITH THE U.S. NAVY. I WAS BUSILY WORKING WITH MY ADAM WHEN I FOUND MYSELF OUT OF BOTH DISKS AND DDPS WITH NO REPLACEMENTS READILY AVAILABLE. CASSETTES WERE AVAILABLE SO I DECIDED TO TRY OUT THE TECHNIQUE. I WAS REALLY SURPRISED TO SEE HOW WELL IT WORKED AND HOW EASY THIS TECHNIQUE IS TO USE. IN FACT, HAVING THE SAMPLE THAT IS PROVIDED ELIMINATED HALF OF THE PREPARATION WORK (WHICH INVOLVES MODIFYING ONE DDP THAT CAN BE USED AS A MASTER FOR FORMATTING PURPOSES WHILE USING THE CASSETTE RECORDERS). BY THE WAY, MY SAMPLE CAME WITH A COUPLE OF UNADVERTISED, BONUS PROGRAMS.

THE DIFFERENCE IN PRICE BETWEEN CASSETTES AND DDPS IS CONSIDERABLE. IF A PERSON ALREADY HAS ACCESS TO 2 STEREO CASSETTE DECKS OR AN EQUIVALENT 2-IN-ONE CASSETTE DUPLICATING RECORDER THEN HE CAN RECOUP THE COST OF THE MANUAL AFTER ONLY CREATING A FEW DDPS.

RATING - A
AVAILABLE FROM:
LINES OF FORCE COMMUNICATIONS
P.O. BOX 587
YORK, PA 17405-0587

SS-CC
SPEECH-SYNTHESIZER-CLOCK CALANDAR
BY
EVE ELECTRONICS
REVIEW: W. MOTEL

THE TALKING ADAM IS FINALLY HERE. AS A BONUS, IT ALSO KEEPS TRACK OF THE TIME AND DATE. THE PACKAGE FROM EVE ELECTRONICS CONSISTS OF A PRELIMINARY DOCUMENTATION PACKAGE, A DISK CONTAINING THE MACHINE LANGUAGE ROUTINE AND SAMPLE PROGRAMS (IT IS A SELF-BOOTING DISK CONTAINING BASIC), AND THE HARDWARE UNIT ITSELF. THE HARDWARE IS APPROXIMATELY 5 x 3 INCHES x 2 INCHES DEEP. IT ATTACHES TO THE RIGHT SIDE EXPANSION SLOT. THE CLOCK/CALENDAR PORTION IS RUN BY A 3V WATCH-TYPE BATTERY (ONLY LARGER). THIS MAINTAINS THE CLOCK-TIME VALUE WHEN THE ADAM IS OFF, YOU MUST RELOAD INTO MEMORY WHEN THE SYSTEM IS TURNED ON. THE PRELIMINARY MANUAL (FINAL DOCUMENTATION AND SOFTWARE UPDATES WILL BE SENT IF YOU RETURN WARRANTY-REGISTRATION CARD) CONTAINS INSTALLMENT INSTRUCTIONS, HOW TO USE WITH BASIC AND CP/M, ENTRY POINT AND MEMORY LOCATIONS USED, TECHNIQUES USED FOR SPEECH SYNTHESIZER, AND A DICTIONARY OF ALLOPHONES (VALUES USED). THEY SPECIFY UNDER SYSTEM REQUIREMENTS - ADAM DISK DRIVE. THIS ONLY SEEMS TO BE A REQUIREMENT BECAUSE THEY ONLY SUPPLY THE SOFTWARE ON DISK, NOT TAPE. NIAD WILL SUPPLY SOFTWARE ON DDP FOR THOSE WITHOUT A DISK DRIVE.

THE MACHINE LANGUAGE ROUTINES/LOCATIONS UTILIZE LOW MEMORY AREAS (BELOW 29000) IN BASIC. IF YOUR APPLICATION PROGRAMS USE THESE, THEY WILL HAVE TO BE CHANGED (A MINOR PROBLEM). THEY SAY THAT THE SP-1 (PRINTER INTERFACE FROM EVE) WILL WORK WITH THE SS-CC MEMORY LOCATIONS.

THE DATE IS THE NORMAL MONTH, DAY, YEAR FORMAT, PLUS THE DAY OF THE WEEK. THE TIME IS HOURS, MINUTES, AND SECONDS. THESE VALUES CAN BE ACCESSED AND STORED INTO MEMORY LOCATIONS VIA CALLS TO THE SUPPLIED MACHINE LANGUAGE ROUTINES. THEY EVEN SUPPLY A SAMPLE PROGRAM THAT DISPLAYS AND SAYS THE DATE-TIME.

THE SPEECH SYNTHESIZER DELIVERS AUDIO OUTPUT TO THE SOUND CHANNEL OF THE TV AND TO THE AUDIO OUTPUT OF THE CONSOLE UNIT (DIN JACK ON BACK OF ADAM). WHEN THE SPEECH SYNTHESIZER IS SENDING OUT SOUND, IT OVERRIDES ANY OTHER SOUND/MUSIC TO THE SOUND CHIP. WHEN THE SPEECH VALUE IS DONE, ANY SOUND IN PROGRESS TO THE SOUND CHIP CONTINUES. THE ACTUAL SPEECH IS ACCOMPLISHED BY ALLOPHONES. THESE ARE DISCRETE SPEECH SOUNDS. THE SS-CC SPEAKS ANY WORD BY COMBINING 1 OF THE 59 ALLOPHONE VALUES AND 5 PAUSE VALUES. THEY DO A VERY NICE DESCRIPTION OF THIS. THE ONLY THING I WANT TO POINT OUT IS THAT YOU WILL FORM WORDS, NOT BY LETTERS, BUT BY COMBINING SOUNDS. LETTERS, THEMSELVES, ARE SOMETIMES A COMBINATION OF SOUNDS.

A LIST OF ALLOPHONES (WITH THE CORRESPONDING VALUE 0 - 63) IS INCLUDED. THEY ALSO GIVE A LIST OF THE ALLOPHONES NEEDED FOR THE LETTERS OF THE ALPHABET, NUMBERS, MONTHS, AND A DICTIONARY OF ABOUT 175 WORDS.

THE DISK CONTAINS THE MACHINE LANGUAGE ROUTINE AND
3 PROGRAMS. A HELLO SPEAKING PROGRAM, A CLOCK/CALANDAR
PROGRAM, AND A SAMPLE SHELL PROGRAM TO HELP YOU WITH
YOUR OWN WORDS. THESE ARE GOOD EXAMPLES TO GET YOU
STARTED.

ALL IN ALL, I WAS QUITE IMPRESSED BY THIS PACKAGE.
ALTHOUGH THE VOICE IS NOT DISTINCTLY CLEAR (IN SOME
WORDS), IT IS UNDERSTANDABLE. I THOUGHT THE DATE/TIME
VOICE PROGRAM WAS MORE UNDERSTANDABLE THEN THE HELLO
PROGRAM. BY EXPERIMENTING, I FOUND YOU CAN MAKE THE
WORDS MORE CLEAR BY ADDING LONGER PAUSES BETWEEN THE
WORDS AND BY ADDING SHORT PAUSES WITHIN THE WORD
BETWEEN THE DIFFERENT SOUNDS (ALLOPHONES). I WANT TO
STRESS, THE SPEECH IS UNDERSTANDABLE. THE SPEECH IS
NOT MADE UP OF FIXED SOUNDING WORDS, BUT BY A
COMBINATION OF THE 5 PAUSES AND 59 ACTUAL SOUNDS.
THERE IS NO LIMIT TO HOW A WORD CAN SOUND. 2 DIFFERENT
PEOPLE MIGHT TAKE THE SAME WORD, AND PRODUCE IT BY
DIFFERENT SOUNDS.

WELL, WHAT GOOD IS ALL OF THIS? ACTUALLY, QUITE A
LOT. BESIDES THE OBVIOUS FUN THINGS, YOU CAN USE THE
VOICE IN PROGRAMS FOR WARNINGS THAT ACTUALLY TELL YOU
WHATS WRONG (NOT JUST A BEEP). IT WILL BE GREAT FOR
EDUCATIONAL PROGRAMS (SPELLING, MATH DRILLS, PHONICS
). THE SS-CC WILL GREATLY IMPROVE THE VALUE OF
EDUCATIONAL SOFTWARE FOR CHILDREN, PLUS IT WILL BE FUN
FOR MOM AND DAD TOO ! THE CLOCK/CALANDAR CAN BE USED
TO DISPLAY DATE/TIME ON REPORTS; CONTROL A PROGRAM BY
PERFORMING AN ACTION AFTER SO MUCH ELAPSED TIME, OR AT
A SPECIFIC TIME; FEED EOS DATE PARAMETERS SO THAT YOUR
SAVED FILES WILL HAVE A VALID YEAR, MONTH, DAY ON
THEIR DIRECTORY ENTRIES (YOU CAN SEE THESE WITH
UTILDUMP).

I HIGHLY RECOMMEND THE SS-CC. BESIDES THIS, EVE
HAS ALSO DEVELOPED A PRINTER INTERFACE (SP-1), AND HAS
ADDITIONAL HARDWARE COMING OUT. IT'S INTERESTING TO
PONDER WHAT THE STATE OF THE COMPUTER WOULD BE TODAY
HAD COLECO DONE TO ADAM, WHAT EVE IS FINALLY DOING.

INSTALLMENT TIP: THE 60 PINS CONNECTOR GOES IN WITH
THE PIN NUMBERS ON IT (AT LEAST ON OUR UNIT) READING
UPSIDE DOWN. THE UNIT ITSELF HAS THE TOP WITH THE
SCREWS FACING UP AND THE EVE ELECTRONICS ON THE SIDE
WILL READ CORRECTLY, NOT UPSIDE DOWN. IF YOU GET A
BLANK SCREEN WHEN YOU TURN THE ADAM ON, YOU HAVE
PLUGGED IT IN UPSIDE DOWN.

NEXT MONTH I WILL TALK SOME MORE ABOUT SOME THINGS I
FOUND AND HAVE DONE WITH IT. .

MEMBER COMMENTS/

QUESTIONS & ANSWERS

WE SINCERELY WANT YOU TO KNOW THAT YOUR NEWSLETTER AND
OUR BEING MEMBERS OF THIS USER GROUG IS BY FAR THE
BEST THING TO COME ALONG FOR US SINCE WE HAVE OWNED
OUR ADAM'S. THERE ISN'T A NEWSLETTER, USERS GROUP, OR
MAILORDER BUSINESS THAT CAN COMPARE WITH YOURS. YOU
TRULY PROVIDE A GREAT SERVICE AND WE THANK YOU FOR
YOUR BEING THERE TO SUPPORT ADAM USERS EVERYWHERE.
RICHARD & MARY COLLEPS
- THANK YOU ! WHAT A BLESSING YOUR COMMENTS ARE TO
US. MY OBJECTIVE WAS TO BE AN ALL PURPOSE ADAM USERS
GROUP THAT WOULD PROVIDE ALL SERVICES TO MEMBERS -
THIS HAS BEEN VERY DIFFICULT AND I WAS TOLD THAT I
COULDN'T DO IT, BUT WITH GOD ALL THINGS ARE POSSIBLE !

. FIRST OFF I WOULD LIKE TO COMMENT ON THE FINE
NEWSLETTER YOU PUT OUT. I WAS VERY CONCERNED ABOUT
ADAM'S FUTURE WHEN THE ANNOUNCEMENT WAS MADE IN
JANUARY, BUT BECAUSE OF FINE PEOPLE LIKE YOURSELF I
NOT ONLY HELD ON TO MAY ADAM, BUT HAVE PURCHASED 2
ADDITIONAL ADAMS FOR MY CHILDREN, WHICH I CONSIDER A
VERY WORTHWHILE INVESTMENT.
G. CULP
- THANKS, GUY FOR THE NICE COMMENTS. THE FINE
CONTRIBUTORS TO NIAD DESERVE ALOT OF CREDIT FOR THE
QUALITY OF THE NEWSLETTER. NIAD WILL BE HERE FOR
ALONG TIME SUPPORING THE ADAM AND OWNERS LIKE YOU.

. I AM A NEW SUBSCRIBER TO YOUR NEWSLETTER AND HAVE
SOME COMMENTS AND QUESTIONS.
FIRST I THINK THAT IT IS A GOOD IDEA TO BE ABLE TO
PURCHASE ADAM PRODUCTS THRU THE USERS GROUP AND IT
SEEMS THAT YOUR PRICES ARE IN LINE WITH OTHER ADAM
SUPPLY DISTRIBUTORS.
I THINK THE WAY YOU ASSEMBLE CP/M PD SOFTWARE IS THE
BEST I'VE SEEN. WITH ADAMITES SPREAD ACROSS THE
COUNTRY WITH TIME YOU SHOULD BE ABLE TO PUT TOGETHER A
LARGE LIBRARY OF THE BEST OF CP/M PD PROGRAMS. I
WOULD LIKE TO SEE MORE APPLICATION PROGRAMS, RATHER
THEN SO MANY UTILITIES.
I AM HAVING TROUBLE WITH MY SMARTKEYS IN CP/M. WHILE
I HAVE TURNED THEM OFF WITH THE CONTROL KEYS AND EVEN
WITH THE CONFIG PROGRAM, THEY OCCASIONALLY RE-APPEAR
DURING THE RUNNING OF PROGRAMS.
I THINK UNCLE ERNIES TOOLKIT IS THE BEST COPY PROGRAM
ON THE MARKET AND HAVE INCLUDED A REVIEW FOR YOU.
I ENJOY YOUR NEWSLETTER AND LOOK FORWARD TO THE NEXT
ISSUE.
F. SIFERS

- THANKS FOR THE COMMENTS AND THE REVIEW. WE ARE
WORKING HARD TO ADD MORE PD PROGRAMS TO ALL LIBRARIES.
REGARDING THE SMARTKEYS IN CPM. IF YOU USE THE CONFIG
PROGRAM AND STORE THE MODIFIED VERSION TO YOUR DISK
AND THEN REBOOT THE SAMRTKEYS SHOULD BE GONE FOR GOOD.
IF THIS DOESN'T WORK, PLEASE LET ME KNOW AND I WILL
GIVE YOU ANOTHER ALTERNATIVE.

. WE HAVE A FAVOR TO ASK OF YOU AND YOUR ADAM UG. WE
ARE PUBLISHING A "COMPUTER COOK BOOK" AND WE NEED YOUR
FAVORITE RECIPES. THE RECIPE PROGRAM HAS BEN WRITTEN
AND DEBUGGED (BY BOB ZIMMERMAN) - NOW WE NEED RECIPES.
HERE ARE THE TYPES - BREAKFASTS, BEVERAGES, BREADS,
DESSERTS, OTHER GOODIES, MEATS, SEAFOOD & POULTRY,
MAIN DISHES, VEGGIES, SAUCES & DIPS, SOUPS & STEWS,
AND RECIPES FROM SCRATCH. FULL CREDIT WILL BE GIVEN
TO THE SUBMITTER. PLEASE PROVIDE NAME/ ADDRESS AND
USER GROUP. THE FINISHED COOK BOOK WILL BE AVAILABLE
BEFORE CHRISTMAS FOR $ 9.95 PLUS S&H.
V. ZIMMERMAN
PUGET SOUND ADAM NETWORK
22607 SE 322ND
KENT, WA 98042   OR CIS 70027,1703

. ARF ARF IS THE GENERIC NAME OF A PROGRAM THAT SOME
SICK PEOPLE PUT ON MANY BBS' ACROSS THE COUNTRY. THE
PROGRAM IS GIVEN AN ENTICING TITLE BUT ONCE DOWNLOADED
AND RUN IT PROCEDES TO DELETE ALL PROGRAMS ON THE DISK
DRIVE IT RESIDES ON !! THIS CAN BE DEVESTATING FOR
YOU IF YOU DON'T HAVE ANY BACK UPS OF KEY PROGRAMS - I
RECOMMEND THAT ALL OF YOUR KEY PROGRAMS BE BACKED UP
ON DDP FOR ARCHIVE PURPOSES TO AVOID ANY LOSS OF
VALUABLE PROGRAMS.
(FORM AN ARTICLE SUBMITTED BY R. LEFKO)

. I WRITE THIS LETTER TO THANK YOU FOR NIAD AND IT'S
FINE SERVICES. I LEARNED OF NIAD ON COMPUSERVE, AND
MUST ADMIT I WAS WORRIED ABOUT SENDING MONEY TO AN
UNKNOWN. NOW I KNOW I PICKED ONE OF THE BEST OF THE
ADAM NEWSLETTERS.
I HAVE SPENT HOURS WITH MR. MOTEL'S "FDUMP2" EXPLORING
THE ADAM, THANKS TO YOUR FINE PUBLICATION, AND HIS
OUTSTANDING EFFORTS, I'M BEGINNING TO EXPLORE THE
CP/M'S CAPABILITIES, AGAIN ASSISTED BY NIAD. THE LOGO
BUG HAS YET TO BITE, BUT I KNOW THE FIRST PLACE OF
INTEREST WILL BE THE BACK ISSUES OF NIAD.
I FEEL THE WORKSHOP FORMAT IT OUTSTANDING ! LEARNING
THE LATEST NEWS, AS WELL AS THE COMPUTER SYSTEM IS
PRICELESS ! THE COMMENTS ARE ALWAY USEFUL AND A
PLEASURE TO READ. THE MONTHLY FREQUENCY IS A BIG PLUS
FOR ME. IN CLOSING, I WOULD , ONCE AGAIN, THANK YOU
FOR NIAD, AND WISH YOU AND THOSE WHO CONTRIBURE TO
NIAD CONTINUED SUCCESS IN YOUR VENTURES.
M. KENSINGER
- THANKS, MIKE FOR THE NICE FEEDBACK AND COMMENTS.
YOU CORRECTLY ASSESS THAT WAYNE (NOBODY CALLS HIM MR.
MOTEL !!) IS A GREAT ASSET TO NIAD AND I VALUE HIS
HELP, ADVICE AND SUPPORT IMMENSELY. THANK YOU FOR
YOUR SUPPORT THROUGH FEEDBACK SUCH AS THIS.

. J. BIGGS SUPPLIED THE FOLLOWING FOR THOSE OF YOU WHO
LOST MONEY TO THE GARDEN OF ADAM. PLESE WRITE TO
THESE PEOPLE:
ERIC G. LARSON
REGIONAL POSTAL INSPECTOR
SAN BRUNO, CA 94098-0100

JOHN K. VAN DE KAMP
ATTORNEY GENERAL - DEPARTMENT OF JUSTICE
1515 K STREET, SUITE 511
SACRAMENTO, CA 95814

SOFTWARE EXCHANGE

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
LIBRARIANS ARE:

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

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

ADAMCALC   >>>>>>>>> GREG VAN VALKENBURG
                           701 POND VIEW DR
                           AUDUBON, PA 19403

UTILITIES   >>>>>>>>> L. MARSCHAUD

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

SOFTWARE EXCHANGE RULES:
NOTE: WE ARE CHANGING AND WILL PROVIDE LIBRARIES ON
DDP OR DISK.
ADDITIONALLY, YOU HAVE THE OPTION TO PURCHASE A
SPECIFIC LIBRARY FOR ONLY $ 6.00 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/ DISK   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 AS OF 9/20/85:
NOTE: SINCE THE LIBRARY IS SO LARGE, WE WILL NO LONGER
LIST THE FILES IN EACH LIBRARY. IF YOU DESIRE THIS
INFORMATION PLEASE SEND A STAMPED SELF ADDRESSED
ENVELOPE REQUESTING THE PD LIBRARY LIST.

SOFTWARE (DDP UNLESS NOTED)

SMART LOGO 7600	$ 51.95
EXPERTYPE 7802;9610 DSK	$ 31.95
SMART FILER 7813;9656 DSK	$ 15.95
RECIPE FILE 7814;9657 DSK	$ 15.95
SMART LTRS/FORMS 7805;9615 DSK	$ 20.95
FLASHCARD MAKER 7662	$ 20.95
FLASHFACTS (TRIVIA 2902, HISTORY 2901,VOCAB 2900)	$ 11.95я
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 7852	$ 49.95
SUPER ZAXXON 2623	$ 24.95
BEST OF BRODERBUND: AE & CHOPLIFTER 7850	$ 24.95
HOME SOFTWARE LIBRARY 7826	$ 39.95
*2010: TEXT ADVENTURE GAME BY HGH/UA 7849	$ 20.95
FAMILY FEUD 7710	$ 20.95

NIAD USERS GROUP PRODUCTS:

I. NIAD PUBLIC DOMAIN SOFTWARE

** COST IS $6.00 FOR EACH VOLUME **
INCLUDING DISK OR DDP

SMARTBASIC
    VOLUMES I-4 #BNDVI-4
SMARTLOGO
    VOLUME I #LNDVI
ADAMCALC
    VOLUME I #ANDVI
BASIC UTILITIES
    VOLUME I #UNDVI
CPM 2.2
    VOLUMES I-8 #CNDVI-8

II. SOFTWARE

SMARTGAMES PACK	$ 9.95 DISK NEW
	$ 11.95 DDP NEW
ROYAL AMBASSADOR EDUCATION PACK I	$ 14.95 DISK NEW
	$ 16.95 DDP NEW
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