NIAD
NORTHERN ILLINOIS ADAM USERS GROUP

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WELL, HARD TO BELIEVE THAT ANOTHER CRISTMAS AND NEW YEAR'S HAS COME AND GONE AND WE'RE INTO 1986 ! TIME SEEMS TO GO TO FAST.

CONTINUING OUR STUDY OF EPHESIANS CHAPTER 2.

11 THEREFORE REMEMBER THAT AT ONE TIME YOU GENTILES IN THE FLESH, CALLED THE UNCIRCUMSION, WHICH IS MADE IN THE FLESH BY HANDS --12 REMEMBER THAT YOU WERE AT THAT TIME SEPARATED FROM CHRIST, ALIENATED FROM THE COMMONWEALTH OF ISRAEL, AND STRANGERS TO THE COVENANTS OF PROMISE, HAVING NO HOPE AND WITHOUT GOD IN THE WORLD. 13 BUT NOW IN CHRIST JESUS YOU WHO ONCE WERE FAR OFF HAVE BEEN BROUGHT NEAR IN THE BLOOD OF CHRIST. 14 FOR HE IS OUR PEACE, WHO HAS MADE US BOTH ONE, AND HAS BROKEN DOWN THE DIVIDING WALL OF HOSTILITY, 15 BY ABOLISHING IN HIS FLESH THE LAW OF COMMANDMENTS AND ORDINANCES, THAT HE MIGHT CREATE IN HIMSELF ONE NEW MAN IN PLACE OF THE TWO, SO MAKING PEACE, 16 AND MIGHT RECONCILE US BOTH TO GOD IN ONE BODY THROUGH THE CROSS, THEREBY BRINGING THE HOSTILITY TO AN END. 17 AND HE CAME AND PREACHED PEACE TO YOU WHO WERE FAR OFF AND PEACE TO THOSE WHO WERE NEAR; 18 FOR THROUGH HIM WE BOTH HAVE ACCESS IN ONE SPIRIT TO THE FATHER. 19 SO THEN YOU ARE NO LONGER STRANGERS AND SOJOURNERS, BUT YOU ARE FELLOW CITIZENS WITH THE SAINTS AND MEMBERS OF THE HOUSEHOLD OF GOD, 20 BUILT UPON THE FOUNDATIONS OF THE APOSTLES AND PROPHETS, CHRIST JESUS HIMSELF BEING THE CORNERSTONE, 21 IN WHOM THE WHOLE STRUCTURE IS JOINED TOGETHER AND GROWS INTO A HOLY TEMPLE IN THE LORD; 22 IN WHOM YOU ALSO ARE BUILT INTO IT FOR A DWELLING PLACE OF GOD IN THE SPIRIT.

THESE VERSES SPEAK OF THE RECONCILIATION OF THE GENTILES (ANYONE WHO WAS NOT A JEW) TO JESUS. MANY OF THE JEWS FELT THAT JESUS ONLY CAME TO SAVE THEM AND BE THEIR MESSIAH AND THAT THE GENTILES WERE HEATHENS AND WERE PERMANENTLY SEPARATED FROM GOD, BUT AS STATED, JESUS IS "OUR PEACE... AND HAS BROKEN DOWN THE DIVIDING WALL OF HOSTILITY...". JESUS CAME TO BRING ALL OF MANKIND TO GOD AND GIVE US ALL THE OPPORTUNITY TO BECOME CHILDREN OF GOD. HE ACCOMPLISHED THIS BY "...ABOLISHING IN HIS FLESH THE LAW OF COMMANDMENTS AND ORDINANCES...". GOD HAS ESTABLISHED A SET OF RULES AND ORDINANCES (THE TEN COMMANDMENTS AND OTHER SPECIFIC RULES) THAT MAN MUST FOLLOW TO REMOVE SIN AND INSURE HIS SALVATION. UNFORTUNATELY, MAN FAILED AT TRYING TO MEET THESE RULES AND COULD NOT BE RECONCILED TO GOD, THIS IS WHERE JESUS CAME IN AND ABOLISHED THE NEED FOR THESE LAWS THROUGH HIS SACRIFICE ON THE CROSS FOR OUR SINS - HE PAID ONCE AND FOR ALL, THE PRICE FOR OUR SINS AND RECONCILED ALL MANKIND TO GOD, ALL WE HAVE TO DO IS ACCEPT THIS "GIFT" FROM JESUS. HENCE, AS VERSE 19 STATES, "... YOU ARE NO LONGER STRANGERS... BUT YOU ARE FELLOW CITIZENS WITH THE SAINTS AND MEMBERS OF THE HOUSEHOLD OF GOD,". I CAN TELL YOU THAT IT IS FANTASTIC TO KNOW THAT I AM GOD'S CHILD AND WILL DWELL WITH HIM IN HEAVEN FOR ETERNITY. WON'T YOU ACCEPT JESUS AS YOUR SAVIOUR AND HAVE THIS ASSURANCE AS WELL ?

GOD BLESS YOU ALL.

Lyle

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NIAD NEWS

. Well, we're into 1986 and there are alot of things happening. Let's start with the negative first - Coleco has sold off all their inventory of ADAM hardware and software to the following retailers : Zayre, Toys R Us, Kaybee Toys, Bests, and Lionel Leisure.
This means that NIAD can no longer purchase products from Coleco for resale to our members. We are currently attempting to line up other suppliers for software, however I do not think we will be able to obtain either disk drives or modems any longer. It seems that Toys R Us is the only retailer that has the hardware in stock. Watch our product list carefully and be prepared to see some "out of stock" notes on some of you orders. Sorry, but that is the way it is. We will keep you informed of where you can find the software and hardware you need. I'm happy to say that we have been able to fill all the orders received through January 15th for both software and hardware. New orders wil be taken based on availability of product.
Now some good news - Eve Electronics is seriously considering producing a disk drive controller that will allow the ADAM to be connected to any standard disk drive. There previous plans were to only make this available through the CPM 2.2 operating system, but they are now considering providing it for all ADAM software which is what we need once the Coleco disk drive is sold out.

. Some more great news - Coleco has informed us that any software that has not been officially released by them and DOES NOT CONTAIN ANY COPYRIGHT OR TRADEMARK NAMEScan be released into the Public Domain ! Hence, see our Public Domain product list and notice the addition of JEOPARDY, PINBALL & HARDHAT MACK and TROLL'S TALE !!! These products are being distributed as Public Domain for the normal cost of $6.00 each to cover duplication and the cost of the data pack. We have written instructions for each of them which point out some flaws and how to operate them. They should be ready about the time you receive this issue ar shortly thereafter. I felt it was important that these great products be made available to ADAM owners, legitimately and not through illegal means, even at some risk to us. Have fun with these great games.

. Thanks to the hard work of Bob Baker, J. Walters and others we should be able to offer additional Question Packs for both Family Feud and Jeopardy soon. These are both fantastic family games and these addtional question packs will furthur enhance their versatility.

. Many of you have requested that NIAD provide the names of other NIAD members in you immediate area so that you may contact them and arrange local meetings. Before I do that I would like insure that none of you mind me giving out this information If you do please send me a letter ASAP and let me know.
If some of you want to contact others in your locale, please request this information in writing and provide the ZIP code(s) that you desire names for.
For those of you in the Chicago area, Chuck Kolander will be coordinating our first meeting for March. Please contact Chuck via Compuserve (74756,2762) or call him at 790-1857 to let him know you are interested in attending a meeting - we will set a date, time and location based on the response.

. I'm considering setting up a NIAD online Bulletin Board system. Please contact me via Compuserve (72255,47) with what you would like to see us provide on this BBS and how much you would use it.

. Watch for a new NIAD newsletter "LOOK" next month, which will provide for better readability for you and hopefully reduce the time it takes me to "cut and paste" each month.

. Please note that the reconditioned data drives we sell are guaranteed for 30 days. Supplies are running low so if you want one I would suggest ordering it soon.

. I'm considering offering a service for those of you that have the ADAM expansion module and want to use a monitor. We would modify your Colecovision to connect to a monitor. This would require you sending us your CV unit for a couple of weeks. I will check out prices of the parts required, but would think it will cost $25 to $30. Let me know if you are interested.

. NIAD now offers a service that will convert the following SMARTGAMES to diskette:
SUPER ZAXXON
DONKEY KONG AND JR
DRAGONS LAIR
FAMILY FEUD
2010: TEXT ADVENTURE
BUCK ROGERS
FLASHCARD MAKER
SMART LTRS AND FORMS
RECIPE FILER
NOTE: BEST OF BRODERBUND can be copied to disk with any regular copy program

Walters Software should be thanked for their hard work to figure out how to get these games to run on disk and no its not as easy as just copying them ! As an example, over 80 changes were required to get 2010 to run from disk ! Walters Software provides printed instructions on how to do this yourself, but it requires a special copy program that can copy blocks to different locations on the diskette and is a fairly

INVOLVED PROCEDURE FOR SOME OF THE GAMES. HENCE, I THOUGHT WE COULD PROVIDE A COPY SERVICE FOR THOSE OF YOU DON'T HAVE SUCH A SOPHISTICATED COPY PROGRAM AND DON'T WANT TO TAKE THE TROUBLE TO DO IT YOURSELF. YOU MUST SEND IN YOUR SMARTGAMES LABEL FOR EACH OF THE GAMES YOU WANT CONVERTED AND $4.00 (TO NIAD) TO COVER THE DISKETTE, MAILING AND A ROYALTY TO WALTER'S SOFTWARE.
FOR THOSE HACKERS AMONGST YOU, SEND $2.00 FOR EACH GAME TO OBTAIN DETAILED INSTRUCTIONS ON HOW TO CONVERT YOUR GAMES TO DISK YOURSELF TO:
WALTER'S SOFTWARE
RD 4 Box 289A
TITUSVILLE, PA 16354

. WAYNE HAS STARTED WORKING ON AN "APPLE TO ADAM" CONVERSION FOR PEEKS AND POKES. THIS WILL BE A LIST OF EQUIVALENCIES FOR THESE PEEKS AND POKES WHICH SHOULD ALLOW ALOT MORE APPLE PROGRAMS TO BE CONVERTED TO RUN ON THE ADAM. ANY HELP WOULD BE APPPRECIATED.

. NIAD WILL BE REVIEWING ALL THE SOFTWARE PRODUCTS FROM STRATEGIC SOFTWARE IN THE NEXT COUPLE OF ISSUES. THESE INCLUDE PAINTMASTER, SMARTSPELLER, FASTFILER, AND POWERPRINT. NIAD WILL BE CARRYING THE STRATEGIC SOFTWARE PRODUCTS WE FEEL ARE OF HIGH QUALTIY.

. SOME OF YOU HAVE REQUESTED WE PROVIDE AN INDEX OF TOPICS FOR THE BACK ISSUES WHICH WE WILL WORK ON AS TIME PERMITS. PLEASE NOTE THAT THERE IS A REVIEW LIST AVAILABLE OF ALL THE SOFTWARE REVIEWED IN 1985. THIS IS SENT TO ALL NEW MEMBERS. IF YOU DON'T HAVE IT OR WANT AN UPDATE SINCE IT WAS PRINTED IN THE SEPT ISSUE, SEND IN STAMPED RETURN ENVELOPE AND WE WILL SEND IT TO YOU.

. I UNDERSTAND THAT SERINDIPITY, THE PUBLISHERS OF THE ADAM TECHNICAL JOURNAL HAVE DISCONTINUED THEIR NEWSLETTER. THIS IS A REAL DISAPPOINTMENT, SINCE THEY PRODUCED A QUALITY, TECHNICAL ORIENTED PUBLICATION. IF ANYONE KNOWS HOW TO REACH THEM, I WOULD LIKE TO DISCUSS AN ARRANGEMENT WITH NIAD.

. SEE OUR NEW GAME HINTS WORKSHOP, WHICH (IF YOU HELP US OUT) WILL BE A PLACE WHERE YOU CAN SHARE HINTS TO HELP OTHERS PLAY GAMES THAT MAY BE TOO TOUGH. PLEASE SEND IN YOUR "HINTS" TO HELP OTHERS !!
NOW, FOR THOSE OF YOU DON'T WANT HINTS BECAUSE YOU LIKE THE CHALLENGE - DON'T READ THIS SECTION !!!

. THERE IS A VERY IMPORTANT QUESTIONNAIRE IN THIS ISSUE WHICH I WANT ALL OF YOU TO FILL OUT. IT WILL GREATLY HELP ALL OF YOU IN THAT NIAD CAN BETTER MEET THE NEEDS OF ITS MEMBERS. TO MOTIVATE YOU TO PLACE A STAMP ON THIS QUESTIONNAIRE AND SENT IT BACK TO US, WE WILL HAVE A DRAWING ON MARCH 15TH AND AWARD THE FOLLOWING PRIZES:

FIRST PRIZE : $30.00 TOWARDS ANY PURCHASE
SECOND PRIZE : $20.00 TOWARDS ANY PURCHASE
THIRD PRIZE : $10.00 TOWARDS ANY PURCHASE

. GET RENEWALS IN EARLY - THE COST WILL REMAIN AT $18.00 FOR THIRD CLASS MALING AND $24.00 FOR FIRST CLASS AND CANADIAN MAILING.
FOR SOME OF YOU THIS IS YOUR LAST ISSUE IF THE NUMBER PRINTED ABOVE YOU NAME ON THE MAILING LABEL BEGINS WITH "0186".

. WE NOW OFFER A MONEY BACK GUARANTEE ON MANY OF THE SOFTWARE PRODUCTS WE CARRY TO INSURE YOU OF THE QUALITY OF THESE ITEMS. YOU MAY RETURN THEM WITHIN 30 DAYS IF NOT SATISFIED FOR A CREDIT. WE FEEL CONFIDENT THAT THESE PRODUCTS ARE OF SUCH HIGH QUALITY THAT WE CAN OFFER THIS GUARANTEE TO YOU.

. NIAD NOW CARRIES TWO TYPES OF DATA PACKS:
1. COLECO/ LORAN BRAND - THESE ARE THE TOP OF THE LINE DDPS THAT MAY CONTAIN EITHER THE COLECO OR LORAN BRAND NAME. BOTH ARE MADE BY LORANGER OF PENNSYLVANIA WHO MAKES THEM FOR COLECO.
2. LORAN "GENERIC" BRAND - THESE TAPES ARE ALSO MADE BY LORAN BUT WITHOUT A BRAND NAME AND HENCE ARE CHEAPER, ALTHOUGH OF SIMILAR QUALITY.

. ON SOME OF THE NEWER STYLE PRINTERS YOU MAY HAVE TO PROP UP THE BACK OF YOU RIBBON CARTRIDGE TO GET THE CORRECT PRINTING OF CHARACTERS. JUST FOLD UP A PIECE OF PAPER AND PUT IT UNDER THE RIBBON.

. MANY OF YOU HAVE QUESTIONED WHERE YOU CAN OBTAIN A REPLACEMENT SMARTBASIC TAPE IF YOURS IS LOST OR DESTROYED. WE WILL PROVIDE SMARTBASIC REPLACEMENT TAPES FOR A COST OF $6.00 PLUS NORMAL SHIPPING. PLEASE GET AND USE A BACKUP COPY PROGRAM TO INSURE YOU HAVE A SPARE COPY OF ALL YOUR CRITICAL TAPES - SEE THE NEW ADAM OWNERS WORKSHOP FOR MORE ON THIS.

. A NUMBER OF YOU HAVE HAD PROBLEMS WITH SOME OF THE FILES ON THE BASIC AND UTILITY PUBLIC DOMAIN PROGRAMS. PLEASE BE ADVISED THAT SOME OF THESE FILES ARE SMARTWRITER FILES WHICH CONTAIN DOCUMENTATION FOR THE OTHER PROGRAMS ON THE VOLUME. YOU MUST ACCESS AND READ THESE FILES FROM SMARTWRITER, NOT BASIC. THESE DOCUMENTATION FILES WILL BE TITLED READ E OR DOC. NOTE THAT THERE MA BE OTHER "H" FILES ON SOME OF THE VOLUMES WHICH ARE MACHINE LANGUAGE FILES USED BY THE VARIOUS BASIC PROGRAMS - THEY ARE NOT RUNNABLE DIRECTLY FROM BASIC, THESE ARE NOT S ARTWRITER FILES (BOTH OF WHICH WOULD HAVE A FILE TYPE OF H ON THE BASIC CATALOG DISPLAY).

. BOB LENNES HAS AN UPDATED, FASTLOAD VERSION OF HIS POPULAR SMARTGAMES AVAILABLE. SEND YOU TAPE/ DISK TO BOB WITH RETURN POSTAGE FOR THE UPDATED VERSION.

. New products carried by NIAD include:
- NIAD diskettes (Nashua brand) either blank or formatted.
- Infocom Text Adventure games including Zork I, II, III.
- SmartBEST which is an enhancement to Smartbasic reviewed in the Dec/85 issue.
- Business Pack I reviewed in the Dec/85 issue
- Coleco ADAM Users Handbook which is a great book (to be reviewed in the February issue).
- 1985 1040 Tax

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 for mailing instructions before returning any defective merchandise.

. Specified software carries a money back guarantee if you are not satisfied with it for any reason. We require a letter explaning why you are returning it which must be received within 30 days of purchase along with your receipt.

. 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).

. If you are having trouble receiving your newsletter via third class mail, you may upgrade to 1st class delivery by sending in $ .50 for each month remaining in your subscription (expiration month and year is the first 4 numbers of your membership number on your mailing label).

UPDATES

. Some great news - By the time you receive this issue Honeywell will be ready to service the ADAM disk drive !! Getting these drives repaired has been a big problem, but this should take care of it. Hence, just take your defective disk drives in (or mail them if your nearest center is not close) and get them repaired.

. Strategic Software has been producing ADAM software for quite awhile. See our reviews in future issues of these useful programs. Lets encourage them to do future development by purchasing these products.

. A new company for ADAM hardware is being formed by John Lingrel and others. Orphanware will be supplying a 64K memory expander, Centronics interface and more.

. Eve Electronics is nearing completion of the 80 column video card. It will now include a built in monochrome monitor (80 columns can't be displayed in composite color) as well as the independent power supply, mother board with 3 expansion slots and light pen interface. Final price will be available in February - call for information.

. The "C" interface from Capitol software is now shipping. The software support is minimal (not as comprehensive as the Eve SP-1 software), only works in Basic and must fit in the slot currently provided for the ADAMLink Modem. The advantage is the ability to print color graphics displays that are created in Basic, however the current verion of the software does not allow you to load in any graphic programs that you might have already created (you must create them with the software provided). We will have more on this product next month.

. The new speech synthesizer from AAL is also shipping, we will have a full review on it next month.

. Panasonic has come out with a new dot matrix printer - the 1080. It has all the functions (draft mode, near letter qualtiy mode, various fonts and graphics). The only difference is that it is 20 characters per second slower then the 1091 - 100 cps versus 120 cps. See our product list for pricing information.

. Extended Software has completed a 1985 tax program for ADAM. It will print out the data for the 1040, schedules A,B,C,G and SE. Best of all you can save and revise data and reprint. We will have a review next month, but have added it to our product list now.

. Data Doctor is nearing completion of SmarTRIX, which is a set of Basic programs using the added/ enhanced functions provided via SmartBEST (see our review in November issue).
Data Doctor will also be providing some Public Domain programs utilizing SmartBest enhancements for all of you that have purchased SmartBest.

. There are some supplies of ADAM keyboards, power supplies, CPU boards, controllers and digital data drives appearing at Radio Schack and through some mail order suppliers (Jameco and American Design).

NEW ADAM OWNERS WORKSHOP

THE PURPOSE OF THIS COLUMN IS TO HELP NEW ADAM OWNERS GET STARTED AND EFFECTIVELY USE THEIR SYSTEM.
OBVIOUSLY, SOME OF YOU NEW ADAM OWNERS MAY BE COMPUTER EXPERTS IN THAT YOU MAY HAVE HAD OTHER SYSTEMS AND ONLY NEED ACCLIMATION TO THE SPECIFICS OF THE ADAM. THE REST OF YOU MAY HAVE PURCHASED THE ADAM AS THEIR FIRST COMPUTER SYSTEM.
THE FIRST THING TO STRESS IS READ THE INSTRUCTIONS AND MANUALS SUPPLIED WITH YOUR ADAM. MANY QUESTIONS I HAVE ANSWERED COULD HAVE BEEN SOLVED THROUGH READING THE COLECO MANUALS. NOW, I KNOW THAT THIS IS TOUGH FOR THE IMPETUOUS AMONG US (I AM ONE OF THESE TYPES), BUT IT NECESSARY IF YOU WANT TO EFFECTIVELY USE YOUR SYSTEM. I DO RECOMMEND A TRAINING COURSE THAT WILL HELP YOU GET STARTED WITH YOUR ADAM CALLED THE LEARNING EXPRESS. THIS AUDIO COURSE WAS REVIEWED IN NIAD ISSUE # 10 AND IS A GREAT WAY TO GET STARTED, ESPECIALLY IF YOU ARE A NEW COMPUTER OWNER. THE AUDIO TAPE AND MANUAL DOES A NICE JOB OF STEPPING THE NOVICE THROUGH SETTING UP THE COMPUTER, AND USING BOTH SMARTWRITER AND SMARTBASIC. DEPENDING ON WHAT YOU PLAN TO USE YOUR ADAM FOR WILL DETERMINE WHAT EDUCATION YOU NEED. IF YOU JUST PLAN TO USE THE WORDPROCESSING PROGRAM (SMARTWRITER) THEN A COMBINATION OF THE BOOK SUPPLIED WITH ADAM AND ONE CALLED THE SECOND BOOK OF ADAM: USING SMARTWRITER. BOTH OF THESE ITEMS ARE AVAILABLE THROUGH THE BUYING SERVICE.
FOR YOU POTENTIAL BASIC PROGRAMMERS, YOU NEED TO PLAN ON SPENDING SOME TIME TO LEARN THE BASIC PROGRAMMING LANGUAGE. THERE ARE ALOT OF BASIC PROGRAMMING BOOKS AROUND AND THE BEST ONE FOR THE BEGINNER THAT I AM AWARE OF IS THE FIRST BOOK OF ADAM: SMARTBASIC. NOW IF YOU WANT TO GET INTO OTHER LANGUAGES SUCH AS LOGO OR USE PROGRAMS SUCH AS ADAMCALC OR SMARTFILER YOU WILL HAVE TO STUDY THE MANUALS THAT COME WITH THESE PROGRAMS. I WOULD SUGGEST YOU GET THE BACK ISSUES OF NIAD TO READ THE REVIEWS AND WORKSHOPS ON SOME OF THESE PROGRAMS.
CPM IS A WHOLE OTHER WORLD AND I WOULD SUGGEST YOU GET ACQUAINTED WITH THE ADAM FOR AWHILE BEFORE YOU TACKLE CPM. SEE THE CPM WORKSHOPS IN THE VARIOUS ISSUES FOR INFORMATION ON THIS OPERATING SYSTEM AND ASSOCIATED PROGRAMS.

THERE ARE SOME BASICS YOU NEED TO GET STARTED.
1. THE FIRST IS A "BACKUP COPY " UTILITY THAT WILL ALLOW YOU TO CREATE A SECOND COPY OF IMPORTANT PROGRAMS SUCH AS YOUR SMARTBASIC TAPE AND OTHER KEY PROGRAMS. THIS IS A COMMANDMENT TO INSURE THAT YOU HAVE AN EXTRA COPY OF THESE KEY PROGRAMS IN CASE YOUR ORIGINAL IS LOST OR DAMAGED. IF YOU DO NOT HAVE ONE OF THESE PROGRAMS (THERE ARE A BUNCH ON THE MARKET) YOU SHOULD ORDER THE NIAD PUBLIC DOMAIN VOLUME UITILITY # UNDV1 WHICH CONTAINS A PROGRAM CALLED UTILICOPY WHICH WILL MAKE BACK UP COPIES OF ALL YOUR DATA PACKS AND DISKS EXCEPT FOR THE SUPERGAMES.
2. REPAIR FOR YOUR ADAM (EXCEPT FOR THE DISK DRIVE) CAN BE OBTAINED AT A HONEYWELL SERVICE CENTER LOCATED NEAR YOU - CALL INFORMATION OR THE COLECO TOLL FREE "HOTLINE" FOR THE PHONE NUMBER.
3. READ THE PRODUCT REVIEW SUMMARY YOU RECEIVED AND DETERMINE WHICH PRODUCTS YOU ARE INTERESTED IN AND THEN READ THE DETAILED REVIEW IN THE BACK ISSUE INDICATED FOR MORE INFORMATION IF REQUIRED - DON'T BUY INDISCRIMINATELY JUST BECAUSE A TITLE SOUNDS GOOD BECAUSE YOU MAY BE DISAPPOINTED AND FRUSTRATED.
4. ORDER BASIC SUPPLIES OF RIBBONS AND EXTRA DATA PACKS/ DISKETTES SO YOU DON'T RUN OUT WHEN YOU'RE IN THE MIDDLE OF A HOT PROJECT.

NIAD PUBLIC DOMAIN LIBRARIES

THERE HAVE BEEN SEVERAL QUESTIONS REGARDING THE NIAD PUBLIC DOMAIN LIBRARY PROGRAMS.
THESE VOLUMES CONTAIN A NUMBER OF INDIVIDUAL PROGRAMS TO BE RUN UNDER THE SPECIFIED SOFTWARE. THIS IS ONE POINT OF CONFUSION - EACH OF THE PROGRAMS ON THE PD VOLUMES RUNS "UNDER" THE SPECIFIED SOFTWARE:

THE BASIC LIBRARIES ARE PROGRAMS WRITTEN IN ADAM SMARTBASIC AND REQUIRE THAT YOU LOAD AND RUN THE INDIVIDUAL PROGRAMS AFTER YOU INSERT THE SMARTBASIC TAPE IN THE DATA DRIVE AND LOAD IT BY RESETTING THE ADAM AS DESCRIBED IN THE SMARTBASIC MANUAL.

THE BASIC UTILITY LIBRARY IS ALSO A SET OF PROGRAMS WRITTEN IN BASIC.

THE ADAMCALC LIBRARY CONTAINS PROGRAMS WRITTEN TO RUN UNDER THE ADAMCALC SOFTWARE PROGRAM.

THE LOGO LIBRARY CONTAINS PROGRAMS WRITTEN TO RUN UNDER THE SMARTLOGO SOFTWARE PROGRAM.

THE CPM 2.2 LIBRARIES CONTAIN PROGRAMS WRITTEN TO RUN UNDER THE CPM 2.2 SOFTWARE PROGRAM.

HENCE, THE BASIC AND UTILITY LIBRARIES ONLY REQUIRE THAT YOU HAVE THE SMARTBASIC SOFTWARE WHICH COMES WITH YOUR ADAM. THE OTHER LIBRARIES REQUIRE THAT YOU PURCHASE THE INDICATED SOFTWARE PROGRAMS (ADAMCALC, LOGO, CPM 2.2) TO RUN THE SUPPLIED PROGRAMS.
THE PD LIBRARIES CONTAIN PROGRAMS WRITTEN BY NIAD MEMBERS OR OBTAINED FROM VARIOUS ONLINE BULLETIN BOARD SYSTEMS VIA THE ADAMLINK MODEM. YOU WILL FIND MANY QUALITY PROGRAMS IN THESE LIBRARIES, SOME I HAVE BEEN TOLD ARE BETTER PROGRAMS THEN THOSE SOME OF YOU HAVE PURCHASED FOR $ 20.00 ! SOME OF THE PROGRAMS HAVE DOCUMENTATION CONTAINED IN A SEPARATE FILE (LIKE MUSIC.DOC), SOME HAVE INSTRUCTIONS IN THE PROGRAM ITSELF AND SOME DON'T HAVE ANY DOCUMENTATION. THERE IS A TREMENDOUS VARIETY OF PROGRAMS ON THE LIBRARIES - GAMES, UTILITIES, EDUCATIONAL, BUSINESS, GRAPHICS, ETC. YOU CAN OBTAIN ALOT OF USEFUL SOFTWARE FOR A SMALL PRICE TO FURTHUR YOUR USE OF THE ADAM.

ONE WORD OF WARNING - CPM 2.2 IS AN ALTERNATE OPERATING SYSTEM FOR THE ADAM WHICH IS NOT THAT EASY TO USE. YOU WILL NEED TO SPEND SOME TIME IN STUDYING THE CPM 2.2 MANUAL AND SOME OF OUR CPM WORKSHOPS.

BEGINNERS BASIC WORKSHOP

LOW RESOLUTION (GR) WORKSHOP BY DAN PEASE

LET'S LOOK AT SOME SIMULATED MOTION IN GR THIS TIME. I HAVE A PROGRAM TO DO A LITTLE BIT OF THAT HERE:

```
OREM  DESRTDRAMA BY DAN PEASE
10GR:COLOR =7:FOR X=0 TO 39:VLIN 0, 39 AT X:NEXT
50COLOR =6:VLIN 19, 39 AT 18:VLIN 17, 25 AT 15
70VLIN 17, 25 AT 21:HLIN 15, 21 AT 25:COLOR =13
100VLIN 3, 7 AT 3:VLIN 2, 8 AT 4:VLIN 1, 9 AT 5
130VLIN 2, 8 AT 6:VLIN 3, 7 AT 7
150? "  PRESS ANY KEY TO MAKE"
155? "  THE SUN GO DOWN!":GET K$:HOME
160FOR Y=1 TO 32:FOR X=3 TO 7:COLOR =7
185 A=Y+9:IF A>39 THEN  A=39
190VLIN Y-1, A AT X:IF Y=32 THEN 240
200COLOR =13
210IF X=3 OR X=7 THEN VLIN Y+2, Y+6 AT X
220IF X=4 OR X=6 THEN VLIN Y+1, Y+7 AT X
230IF X=5 THEN VLIN Y, Y+8 AT X
240NEXT X:NEXT Y:COLOR =0:FOR Y=0 TO 39
270FOR X=0 TO 39:IF SCRN(X, Y)<>6 THEN PLOT X, Y
290NEXT X:NEXT Y:COLOR =10:HLIN 26, 27 AT 12
330HLIN 26, 27 AT 5:VLIN 6, 11 AT 28:VLIN 7, 10 AT 29
360PLOT 27, 6:PLOT 27, 11:FOR REP=1 TO 300
380COLOR =5:PLOT 10, 8:PLOT 16, 2:PLOT 13, 14
390PLOT 19, 8:PLOT 35, 4:FOR DE=1 TO 50:NEXT DE
410COLOR =0:PLOT 10, 8:PLOT 16, 2:PLOT 13, 14
420PLOT 19, 8:PLOT 35, 4:COLOR =5:PLOT 10, 8
440PLOT 16, 2:PLOT 13, 14:PLOT 19, 8:PLOT 35, 4
450NEXT REP
500? "  1=DO IT AGAIN"
510? "  2=TWINKLE THE STARS MORE"
520? "  3=END PROGRAM"
530INPUT "   WHICH CHOICE? (1-3) "; C%
540IF C%>0 AND C%<3 THEN ON C% GOTO 10, 360
560TEXT:? "   HOPE YOU ENJOYED THE SHOW! ":?
565?:? "   THAT WAS 'DESERT DRAMA'"
```

THIS WILL BE IN THE LIBRARY IF YOU DO NOT WANT TO TYPE IT IN.

I WROTE THE PROGRAM AND THEN WENT BACK AND CONDENSED THE LINES TO FIT THE LAYOUT OF THIS NEWSLETTER. LET'S DISCUSS SOME OF THE LINES:

LINE 10 PUTS UP THE BACKGROUND SKY- LIGHT BLUE.
LINE 50 GOES TO MEDIUM GREEN AND DRAWS THE CACTUS.
(THEN SETS COLOR FOR THE SUN)
LINES 100 AND 130 DRAW THE SUN.

LINES 150 AND 155 GET YOU TO GIVE ADAM THE "GO-AHEAD" ORDER TO MAKE THE "SUN" GO DOWN.

LINES 160 TO 240 DO THE WORK OF SETTING THE SUN. WHAT I DID WAS TO DRAW OVER THE SUN IN THE "SKY" COLOR THEN TO REDRAW THE SUN AT ONE LOWER POSITION THAN IT WAS AT. THIS IS REPEATED 31 TIMES AND ON THE 32ND TIME THE SUN IS NOT REDRAWN (SEE IF.. THEN AT LINE 190).

LINE 240 (LAST PART OF LINE) TO LINE 290 (FIRST TWO COMMANDS) DO THE DARKNESS CLOSING IN. THE IF...THEN WITH THE SCRN FUNCTION (TO CHECK FOR GREEN - CACTUS) ALLOWS THE CACTUS TO ESCAPE THE BLACK OF NIGHT.

LINE 290 (LAST PARTS) SETS THE COLOR FOR THE MOON AND STARS. THE MOON IS HLIN AND VLIN-ED INTO PLACE AND THE STARS ARE PLOT-ED.

LINE 360 (LAST PART) BEGINS THE TWINKLE EFFECT. ADAM CAN DRAW SO FAST THAT I HAD TO PUT A COMMAND IN LINE 390 FOR HIM TO COUNT TO 50 BEFORE HE WENT ON TO "ERASING"
THE STARS BY PLOT-ING THEM WITH BLACK TO MATCH THE NIGHT SKY. IF THE DELAY LOOP WAS MISSING ADAM WOULD ZIP THROUGH THE THING SO FAST IT WOULD BE HARD TO ENJOY IT!

LINES 500-565 GIVE YOU A SMALL MENU TO PICK THE REST OF THE SEQUENCE OF EVENTS. YOU ARE THEN IN CONTROL TO CHOOSE THE RESTARTING, RETWINKLING OR ENDING.

THE SCRN FUNCTION IS SO USEFUL, I WANT TO GIVE YOU ANOTHER EXAMPLE:

SUPPOSE THAT YOU HAVE A GR SCREEN DRAWN AND YOU WANT TO CHANGE CERTAIN COLOR NUMBERS. YOU HAVE THE SCRN FUNCTION TO COME TO YOUR AID IF YOU KNOW HOW.

TRY THIS:

```
0 REM SWITCHCOLOR BY DAN PEASE
10 HOME:?"  THERE MUST BE A 'GR' SCREEN HERE NOW. "
20 ?"  YOU CAN SWITCH ONE COLOR FOR ANOTHER "
30 INPUT " WHAT COLOR DO YOU WANT TO CHANGE? ";CC
40 INPUT "  WHAT WOULD YOU LIKE IT TO BE? ";CN
50 FOR X=0 TO 39:FOR Y=0 TO 39
60 COLOR=CN:IF SCRN(X,Y)=CC THEN PLOT X,Y
70 NEXT Y:NEXT X
```

USE THE COLOR NUMBERS AS IN THE MANUAL PAGE A-11 OR 112. HAVE FUN EXPERIMENTING! THE FOR ...NEXT LOOPS CAN BE MODIFIED TO COVER A PORTION OF THE SCREEN INSTEAD OF THE WHOLE SCREEN TO CHANGE PARTS OF A DRAWING INSTEAD OF THE ENTIRE THING.

DISK INIT

LETS REVIEW SOME BASIC FACTS. DATA IS STORED IN "BLOCKS" ON TAPE OR DISK. A BLOCK CONTAINS 1024 BYTES OF INFORMATION. A TAPE HAS SPACE FOR 256 BLOCKS AND A DISK 160 BLOCKS.
WHEN YOU DO A CATALOG COMMAND IN SMARTBASIC YOU WILL NOTICE A NUMBER NEXT TO EACH FILE AND A "SPACE REMAINING" NUMBER AT THE END OF THE LIST OF FILES. THESE ARE THE NUMBER OF BLOCKS USED BY EACH FILE AND THE TOTAL SPACE ON THE PACK. AN EXAMPLE:

```
] VOLUME: NIADBASIC

  A      5 CRAYONS
  A     10 DRAWIT
  H      3 README

        238 BLOCKS FREE
```

THE NAMES OF EACH OF THE FILES YOU HAVE ON A TAPE OR DISK IS STORED IN THE FIRST BLOCK IN SOMETHING CALLED A DIRECTORY. THIS CAN BE SIMPLY THOUGHT OF AS A LIST OF THE FILE NAMES AND A "POINTER" TO WHERE EACH FILE IS ON THE TAPE/DISK. AS AN EXAMPLE, LETS SAY YOU HAVE A FILE CALLED LETTER THAT YOU CREATED IN SMARTWRITER. THIS FILE MAY BE STORED IN BLOCKS 20 AND 21 (2 BLOCKS ONG). THE DIRECTORY POINTS TO BLOCK 20 AS THE START OF THE FILE.
BOTH SMARTWRITER AND SMARTBASIC FILES ARE STORED IN THIS FASHION THE ONLY DIFFERENCE BEING THAT THE "FILE TYPE" OF "A" IS USED FOR SMARTBASIC FILES AND "H" IS USED FOR SMARTWRITER FILES. THESE FILE TYPES ARE LISTED NEXT TO THE FILE NAME WHEN YOU DO A "CATALOG" COMMAND IN SMARTBASIC.

THERE IS A COMMAND IN SMARTBASIC CALLED "INIT", WHICH STANDS FOR INITIALIZE. THIS COMMANDS SETS UP A BLANK DIRECTORY ON A TAPE/DISK. IT RESERVES THE DIRECTORY SPACE IN BLOCK 1. IF THERE ARE ALREADY FILES ON THE TAPE/DISK AND YOU INIT THE TAPE/DISK THE FILE NAMES IN THE DIRECTORY WILL BE ERASED AND HENCE, ALTHOUGH THE FILES ARE PHYSICALLY STILL IN THEIR RESPECTIVE BLOCKS, THE DIRECTORY DOESN'T KNOW THEY ARE THERE. MANY OF YOU HAVE FOUND THIS OUT THE HARD WAY BY INITING A TAPE/DISK YOU DIDN'T MEAN TO !
THE SECOND THING INIT DOES IS RESET THE AMOUNT OF FREE SPACE REMAINING ON THE TAPE/DISK. UNFORTUNATELY, IF YOU INIT A DISKETTE, SMARTBASIC STILL SETS THE REMAINING SPACE AT 256 BLOCKS. THIS CAN CAUSE ALL KINDS OF CONFUSION WHEN ADDING FILES BECAUSE YOU MAY RUN OUT OF ROOM WHEN YOU THINK YOU STILL HAVE SPACE LEFT.
THE FOLLOWING PROGRAM (FROM NIAD BASIC PUBLIC DOMAIN VOLUME # 6) WILL CORRECTLY INIT A DISK WITH THE CORRECT AMOUNT OF SPACE:

```
0& 'INITDISK'-NIAD#BNDV6
1HOME
2?:?:? "     WALTERS SOFTWARE CO."
3?:? "          5/8/85"
4FOR X=1 TO 2000:NEXT X
5LOMEM :40000:HOME
8FOR X=29900 TO 29989
10READ Y
12POKE X, Y
15IF X=29989 THEN GOTO 40
20NEXT X
25DATA
58,28,117,33,164,181,17,159,0,1,0,0,205,243,252,201,0,1
17,121,125,130,134,138,142
30DATA
147,151,155,160,164,168,173,177,181,0,48,124,200,20,96,
172,248,68,144,220,40
35DATA
116,192,12,88,164,58,30,117,33,48,117,17,0,0,1,0,0,205,
246,252,201,0,14,1,6,7,205
38DATA  32,253,201,0,8,0,24,0,4,0,8,0,4,0,5,0,0,0
40HOME:?:?:? "  INIT DISK (Y/N) ":GET B$
50IF B$="N" OR B$="N" THEN GOTO 1000
80?:INPUT "  INIT NAME "; N$
90?:? "  DRIVE (C/D)":GET S$
91IF S$="C" THEN  S$="C":IF S$="D" THEN  S$="D"
92?:? "  PUT DISK IN DRIVE "; S$
94?:? "  PRESS ANY KEY WHEN READY":GET Y$
95 ADD=29980:GOSUB 440
100FOR K=0 TO 2
110 J=0+K
120POKE 29907, J
130 L1=PEEK(29934+K): L2=PEEK(29917+K)
140POKE 29904, L1:POKE 29905, L2
150CALL 29900
160NEXT K
170IF LEN(N$)<11 AND LEN(N$)>0 GOTO 200
180GOTO 80
200FOR W=31100 TO 31203
210POKE W, PEEK(W+31326)
220NEXT W
230POKE 31117, 160:POKE 31195, 158
240FOR W=30003 TO 31023:POKE W, 0:NEXT W
250FOR W=31204 TO 32123:POKE W, 0:NEXT W
260FOR W=1 TO LEN(N$)
270 Q(W)=ASC(MID$(N$, W, 1))
280IF Q(W)>126 OR Q(W)<32 OR Q(W)=93 OR Q(W)=91 OR
Q(W)=47 GOTO 200
290IF Q(W)=44 OR Q(W)=42 OR Q(W)=41 OR Q(W)=40 OR
Q(W)=34 GOTO 200
300POKE 31099+W, Q(W):NEXT W
310POKE 31099+W, 3:POKE 31148, 4:POKE 31169, 1:POKE
31112, 129:POKE 31191, 2
320 ADD=29982:GOSUB 440: FM=0: T=3
330FOR K=0 TO T-FM
340 J=FM+K
350POKE 29957, J
360 L1=PEEK(29934+K): L2=PEEK(29917+K)
370POKE 29954, L1:POKE 29955, L2
380CALL 29950
```

```
390NEXT
400GOTO 40
440IF S$="C" OR S$="c" THEN POKE ADD, 4: A=1
450IF S$="D" OR S$="d" THEN POKE ADD, 5: A=1
460RETURN
1000LOMEM :27407
1010HOME:END
```

THIS IS A NICE GRAPHICS DISPLAY OF ADAM SUBMITTED (AND I ASSUME WRITTEN) BY C. WOOLUMS.

```
5HOME:?:?:?:?
10?:?:?:? "  THIS IS ALL DONE WITH              SIN
AN D Cos"
11?:?:? "  SORRY ABOUT THE COLOR          I HAVE NO
COL OR MONITOR"
14?:?:?:?:?:?:?:? " PRESS ANY KEY":GET K$
15 A=10: B=20: U=30: V=130
20HGR:HCOLOR =5:?:?:?
30FOR O=.31 TO 1.57 STEP .1
40 X=U+A*COS(O)
50 Y=V+A*SIN(O)
60 S=U+B*COS(.94)
70 T=V+B*SIN(.94)
80HPLOT X, Y TO S, T
90NEXT O
100FOR O=1.57 TO 2.83 STEP .1
110 X=U+A*COS(O)
120 Y=V+A*SIN(O)
130 S=U+B*COS(2.2)
140 T=V+B*SIN(2.2)
150HPLOT X, Y TO S, T
160NEXT O
200FOR O=2.83 TO 4.1 STEP .1
210 X=U+A*COS(O)
220 Y=V+A*SIN(O)
230 S=U+B*COS(3.45)
240 T=V+B*SIN(3.45)
250HPLOT X, Y TO S, T
260NEXT O
300FOR O=4.1 TO 5.34 STEP .1
310 X=U+A*COS(O)
320 Y=V+A*SIN(O)
330 S=U+B*COS(4.71)
335 T=V+B*SIN(4.71)
340HPLOT X, Y TO S, T
350NEXT O
400FOR O=5.34 TO 6.28 STEP .1
410 X=U+A*COS(O)
420 Y=V+A*SIN(O)
430 S=U+B*COS(5.97)
440 T=V+B*SIN(5.97)
450HPLOT X, Y TO S, T
460NEXT O
500FOR O=0 TO .31 STEP .1
510 X=U+A*COS(O)
520 Y=V+A*SIN(O)
530 S=U+B*COS(5.97)
540 T=V+B*SIN(5.97)
550HPLOT X, Y TO S, T
560NEXT O
1000HCOLOR =3
1010FOR T=0 TO 2 STEP .01: U=T*3.14
1020HPLOT 30+15*COS(U), 80+30*SIN(U):NEXT T
1030FOR Y=75 TO 108 STEP .1
1040HPLOT 45, Y:NEXT Y
1050FOR X=1.2 TO 3.14 STEP .01
1060HPLOT 28+15*X, 65+45*SIN(X):NEXT X
1070FOR T=0 TO 2 STEP .01: U=T*3.14
1080HPLOT 90+15*COS(U), 80+30*SIN(U):NEXT T
1090FOR Y=30 TO 108
1200HPLOT 105, Y:NEXT Y
1210FOR X=1.2 TO 3.14 STEP .01
1220HPLOT 88+15*X, 65+45*SIN(X):NEXT X
1230FOR T=0 TO 2 STEP .01: U=T*3.14
1240HPLOT 150+15*COS(U), 80+30*SIN(U):NEXT T
1250FOR Y=75 TO 108 STEP .1
1260HPLOT 165, Y:NEXT Y
1270FOR X=1.2 TO 3.14 STEP .01
1280HPLOT 148+15*X, 65+45*SIN(X):NEXT X
1290FOR T=1.3 TO 1.55 STEP .01: U=T*3.14
1300HPLOT 207+20*COS(U), 120+70*SIN(U):NEXT T
1301FOR T=1.2 TO 1.55 STEP .01: U=T*3.14
1320HPLOT 217+20*COS(U), 120+70*SIN(U):NEXT T
1330FOR T=1.2 TO 2 STEP .01: U=T*3.14
1340HPLOT 227+20*COS(U), 120+70*SIN(U):NEXT T
5000HCOLOR =7
5005REM   **** BACKROUND****
5010FOR A=4 TO 16 STEP 2
5020FOR TH=0 TO 6.28 STEP .1
5030 X=220+1.5*A*COS(TH)*COS(TH)*COS(TH)
5040 Y=125+A*SIN(TH)
5050HPLOT X, Y
5060NEXT TH
5070NEXT A
6010HCOLOR =9
6020FOR A=20 TO 240 STEP 20
6040FOR O=0 TO 6.28 STEP .1
6045 S=SIN(O): C=COS(O)
6070HPLOT A+10*S, 15+10*S*C
6080NEXT O
6090NEXT A
6100END
```

ADAM

IS ALIVE !!

SPEED MAZE

W. MOTEL

FIRST OFF, THIS IS NOT AN ORIGINAL, BUT A PROGRAM I ADAPTED FOR THE ADAM FROM NIBBLE MAGAZINE - 2/84 ISSUE. THIS WAS ORIGINALLY AN APPLE PROGRAM. I HAD DONE THIS PRIOR TO MUCH OF THE SOUND/GRAPHICS PEEKS/POKES LOCATION BEING KNOWN, THEREFORE THERE IS NOTHING TOO FANCY. IF YOU LIKE THE PROGRAM, YOU CAN TRY ADDING SOME OF THIS YOURSELF.

THE PROGRAM GENERATES A LO-RES MAZE OF 9 X 9 CELLS. YOU MUST TRAVEL FROM THE STARTING POSITION TO THE GOAL. YOU CAN CONTROL THE MAZE SPEED AND CAN EVEN REPLAY THE SAME MAZE OR GET A NEW ONE. ALL INPUT IS DONE VIA JOYSTICK 1.

AS I MENTIONED, THE MAZE IS MADE UP OF A 9 X 9 CELL LAYOUT, WHERE EACH CELL IS MADE UP OF 4 X 4 LO-RES SQUARES. THE CELL WALLS ARE 1 SQUARE, WITH THE REMAINING 3 LEFT FOR YOU TO TRAVEL THRU BY YOUR 1 SQUARE PLAYER.

IN LOOKING AT THE PROGRAM YOU WILL SEE THIS REFLECTED IN HLIN AND VLIN COMMANDS THAT CHANGE BY (* 4). X AND Y IS YOUR POSITION. XG AND YG IS THE GOAL (END) POSITION.

LINE 190 CHECKS TO SEE IF YOU REACHED THE GOAL. LINE 200 CHECKS TO SEE IF YOU ARE AT A COLORED SPOT (YOU HIT YOURSELF OR THE WALL). IF NEITHER, LINE 210 PLOTS YOUR NEW POSITION.

THE PDL(13) CHECKS WHAT KEYPAD BUTTON WAS PUSHED. PDL(5) CHECKS THE JOYSTICK MOVEMENT.

THE ACTUAL MAZE BUILDING PROCESS AND GENERATION IS VERY NICELY EXPLAINED IN THE NIBBLE ISSUE. IF YOU ARE INTERESTED IN MAZE BUILDING, TRY TO GET A COPY OF THE ARTICLE.

BESIDES BEING ENTERTAINING, I HOPE THE PROGRAM WILL ALSO SHOW YOU A FEW HELPFUL LO-RES SCREEN AND PDL COMMAND TECHNIQUES THAT YOU CAN USE.

```
1REM       SPEED MAZE
2REM        ADAPTED FROM NIBBLE 2/84
3REM        BY W. MOTEL
15POKE 17059, 14:POKE 17115, 245:POKE 18711, 245:POKE
1 6149, 255:POKE 16150, 255
40TEXT:HOME:GOSUB 610:REM      TITLE AND SETUP
50TEXT:HOME:GOSUB 830:REM      SET VELOCITY
60GOSUB 930:REM       DRAW BOARD
70REM   :  *     RUN THE MAZE    *
80COLOR =10:PLOT X, Y:COLOR =13:PLOT XG, YG
90 BE=0: LA=2: S$=CHR$(7)
100HOME:VTAB 22:HTAB 15:INVERSE:? " SPEED "; V1:NORMAL
105VTAB 24:? "  PRESS ANY KEYPAD TO START";
107IF PDL(13)=15 GOTO 107
110 BE=PDL(5)
120FOR J=1 TO VE:NEXT J
130IF BE=0 THEN  BE=LA
140IF BE=1 THEN  Y=Y-1:GOTO 180:REM   UP
150IF BE=2 THEN  X=X+1:GOTO 180:REM    RIGHT
160IF BE=4 THEN  Y=Y+1:GOTO 180:REM    DOWN
170IF BE=8 THEN  X=X-1:GOTO 180:REM   LEFT
175 BE=LA:GOTO 140
180 LA=BE
190IF X=XG AND Y=YG THEN GOSUB 430:GOTO 250:REM
WIN
200IF SCRN(X, Y)<>0 THEN GOSUB 530:GOTO 250:REM
LOSE
210PLOT X, Y
220? S$
230GOTO 110
240REM    *   CONTINUE OPTIONS   *
250TEXT:HOME
255VTAB 20:HTAB 3:? "CHOOSE ONE:"
260VTAB 21:HTAB 8:? "<1>SAME MAZE/SAME SPEED"
270VTAB 22:HTAB 8:? "<2>SAME MAZE/NEW SPEED"
280VTAB 23:HTAB 8:? "<3>NEW MAZE/NEW SPEED"
290VTAB 24:HTAB 8:? "<4>QUIT"
300VTAB 21:HTAB 14: K=PDL(13):IF K<1 OR K>4 THEN 300
310ON K GOTO 330, 350, 390, 410
320REM    *  SAME MAZE/SPEED   *
330 X=4: Y=36: XG=36: YG=4:GOSUB 1460:GOSUB 1510:GOTO
80
340REM    *  SAME MAZE/NEW SPEED   *
350 X=4: Y=36: XG=36: YG=4
360TEXT:HOME
370GOSUB 830:GOSUB 1460:GOSUB 1510:GOTO 80
380REM    *  NEW MAZE/SPEED   *
390POKE 54272, LR:CLEAR
395 X=4: Y=36: XG=36: YG=4:DIM M(150):DIM F(150):
RN=PEEK(54272): RN=RND(-RN):GOTO 50
400REM    *  QUIT,  *
410TEXT:HOME:END
420REM     **  WINNER  **
430HOME:HTAB 3
440VTAB 22:? "****  YOU WIN  ****"
460FOR K=1 TO 2:? S$; :NEXT K
465FOR J=1 TO 10:NEXT J
470FOR K=1 TO 5:? S$; :NEXT K
490FOR K=1 TO 1000:NEXT K
510RETURN
520REM    **  LOSER  **
530HOME:HTAB 3
540VTAB 22:? "****  YOU LOSE  ****"
550FOR K=1 TO 4:? S$; :NEXT K
560FOR K=1 TO 3:FOR J=1 TO 2:? S$; :NEXT J:NEXT K
570FOR J=1 TO 1000:NEXT J
590RETURN
600REM    *  TITLE AND SET UP   *
610 X=4: Y=36: XG=36: YG=4:DIM M(150):DIM F(150)
630HOME:VTAB 5:HTAB 10
640INVERSE:VTAB 6:HTAB 10:? "              "
650HTAB 10:? " SPEED MAZE "
660HTAB 10:? "              "
670NORMAL:VTAB 15:? "    ADAPTED BY  W. MOTEL"
675VTAB 16:? "       FROM NIBBLE  2/84 "
680VTAB 20:HTAB 8:? "INSTRUCTIONS?  KEYPAD"
682VTAB 21:HTAB 8:? "                <1> NO"
```

```
683VTAB 22:HTAB 8:? "                <2> YES"
685 K=PDL(13)
686 RN=RN+1:IF K=15 THEN 685
687 RN=RND(-RN)
690IF K<>2 THEN RETURN
700GOTO 720
710REM    *** INSTRUCTIONS   ***
720HOME
730VTAB 1
731? "  THE OBJECT OF SPEED MAZE IS"
733? "  TO THREAD THRU THE MAZE FROM"
734? "  LOWER LEFT TO UPPER RIGHT"
735? " "
740? "  YOU MUST NOT HIT ANY WALLS"
741? "  OR BACK UP ON YOUR OWN TRAIL"
742? " "
743? "  YOUR DIRECTION IS CONTROLLED"
745? "  BY JOYSTICK 1"
750? "  "
751? " "
753? " "
755? "  KEYPAD BUTTONS USED FOR"
756? "    ENTERING ALL VALUES"
757? " "
800? "  WHEN READY TO SET SPEED"
810GOSUB 880
820RETURN
830REM    ** SET VELOCITY **
840HOME:VTAB 12:HTAB 4:? "HOW FAST WILL YOU TRAVEL"
841VTAB 13:HTAB 4:? "1 (SLOW) TO 0 (FAST)"
850 V1=PDL(13):IF V1>9 THEN GOTO 850
855IF V1=0 THEN  V1=10
860 VE=200-(V1*20)
870RETURN
880REM     ** CONTINUE SEQUENCE **
890VTAB 22:? "  PRESS ANY KEYPAD TO CONTINUE"
900 K=PDL(13):IF K=15 THEN 900
910RETURN
920REM      ** DRAW BOARD **
930GOSUB 1460:REM    DRAW GRID
940GOSUB 1410:REM     INITIALIZE M() ARRAY
950GOSUB 1340:REM    CHOOSE FIRST CELL
960GOSUB 1010:REM    ADD ADJ. TO FRONTIER
990GOTO 960
1000REM     * ADD ADJ. TO FRONT *
1010 TC=0
1020IF M(N-11)<=0 THEN  M(N-11)=-1: F(TC)=N-11:
TC=TC+1
1030IF M(N+11)<=0 THEN  M(N+11)=-1: F(TC)=N+11:
TC=TC+1
1040IF M(N-1)<=0 THEN  M(N-1)=-1: F(TC)=N-1: TC=TC+1
1050IF M(N+1)<=0 THEN  M(N+1)=-1: F(TC)=N+1: TC=TC+1
1060IF TC=0 THEN GOTO 1230
1070REM     * CELL & WALL & ERASE *
1080 FC=INT(RND(RN)*TC)
1085 LR=FC
1090IF N-F(FC)=11 THEN  M(N)=M(N)+1: CC=N: M(N-11)=4:
N=N-11: BK=0:GOTO 1140
1100IF N-F(FC)=-11 THEN  M(N)=M(N)+4: CC=N: M(N+11)=1
N=N+11: BK=2:GOTO 1140
1110IF N-F(FC)=-1 THEN  M(N)=M(N)+2: CC=N: M(N+1)=8:
N=N+1: BK=1:GOTO 1140
1120IF N-F(FC)=+1 THEN  M(N)=M(N)+8: CC=N: M(N-1)=2:
N=N-1: BK=3:GOTO 1140
1130REM     * ERASE WALL *
1140 RO=INT(CC/11):
CO=INT((CC/11-INT(CC/11))*11+.05)-1
1150COLOR =0
1160IF BK=0 THEN HLIN (CO*4-1), (CO*4+1) AT
(RO*4-2):GOTO 1200
1170IF BK=1 THEN VLIN (RO*4-1), (RO*4+1) AT
(CO*4+2):GOTO 1200
1180IF BK=2 THEN HLIN (CO*4-1), (CO*4+1) AT
(RO*4+2):GOTO 1200
1190IF BK=3 THEN VLIN (RO*4-1), (RO*4+1) AT
(CO*4-2):GOTO 1200
1200COLOR =HU
1210RETURN
1220REM    * CHECK M() FOR FRONT *
1230 TC=0
1240FOR I=13 TO 110
1250IF M(I)=-1 THEN  F(TC)=I: TC=TC+1
1260NEXT I
1270IF TC=0 THEN POP:RETURN
1280 FC=INT(RND(RN)*TC): LR=FC
1290IF M(F(FC)+11)>0 AND M(F(FC)+11)<16 THEN
N=F(FC)+11:RETURN
1300IF M(F(FC)-11)>0 AND M(F(FC)-11)<16 THEN
N=F(FC)-11:RETURN
1310IF M(F(FC)+1)>0 AND M(F(FC)+1)<16 THEN
N=F(FC)+1:RETURN
1320IF M(F(FC)-1)>0 THEN  N=F(FC)-1:RETURN
1330REM    * CHOOSE #1 CELL *
1340 N=INT(RND(RN)*109):IF N<13 THEN 1340
1350IF M(N)=100 THEN 1340
1355 LR=N
1360 M(N)=1
1370GOSUB 1010
1380 M(CC)=M(CC)-1
1390RETURN
1400REM     * BORDERS FOR M() *
1410FOR I=1 TO 11: M(I)=100:NEXT
1420FOR I=12 TO 100 STEP 11: M(I)=100:
M(I+10)=100:NEXT
1430FOR I=111 TO 121: M(I)=100:NEXT
1440RETURN
1450REM     ***  DRAW GRID  ***
1460HOME:GR:READ HU:IF HU=100 THEN RESTORE:GOTO 1460
1470COLOR =HU
1480DATA    6,9,7,14,11,12,3,100
1490FOR I=2 TO 38 STEP 4:HLIN 2, 38 AT I:VLIN 2, 38 AT
I:NEXT:RETURN
1500REM    ** REDRAW SAME MAZE **
1510COLOR =0:FOR I=13 TO 109:IF M(I)=100 THEN NEXT
1520 ER=M(I): RO=INT(I/11):
CO=INT((I/11-INT(I/11))*11+.05)-1
1530IF ER>7 THEN  ER=ER-8:VLIN (RO*4-1), (RO*4+1) AT
(CO*4-2)
1540IF ER>3 THEN  ER=ER-4:HLIN (CO*4-1), (CO*4+1) AT
```

```
(RO*4+2)
1550IF ER>1 THEN  ER=ER-2:VLIN (RO*4-1), (RO*4+1) AT
(CO*4+2)
1560IF ER=1 THEN HLIN (CO*4-1), (CO*4+1) AT (RO*4-2)
1570NEXT I
1580COLOR =HU:RETURN
```

THE ADAM PERSONAL PHONEBOOK PROGRAM

By Bob Lennes

NOTE TO PROGRAMMERS: Some of you may have missed the article I promised for the other month. I decided that instead of showing you how to save data with pokes and a BSAVE, I would write an actual program that does it. This program is very complicated, but since it would be hard to explain saving data with BSAVE's and pokes to the novice programmer, this program was only intended for the experienced programmer to work with. On the other hand the new program I have written for this months issue is intended for anyone to use, since it implements the SmartWriter type format. Next month I will go in depth into the subroutines of this program.

DESCRIPTION AND INSTRUCTIONS

This program is intended to be a full-fledged personal phonebook/mailer program. It utilizes the SmartKEYS and is very easy to use. This program can store up to 2550 name entries on disk or tape and it can store up to 170 entries in memory at one time. You can either type it in or you can receive on NIAD P.D. Library #BNDV7.

The Opening Screen

From the title screen you can select the following options:

I-Save File- Allows you to save all the entries in memory into a files. A maximum of 15 files can be stored on one disk or tape.

II-Load File- Allows you to select the drive if you want, and then select a file to load or delete. To delete a file, select it with the arrow keys and push the DELETE key.

III-ADD ENTR- Allows you to add a entry to memory. Up to 170 entries can be in memory at one time. Push RETURN after each field (name,addr,city,state,etc.)

IV-DEL ENTR- Displays 16 names at a time on screen. Use arrow keys to select the number of the one you want to delete. Push UNDO if you want to 'Undelete' a name entry.

V-PRNT OUT- Allows you to print on screen (and printer if you want) either all the entries, all the entries under a certain letter, and select either print name only, name and address, name and phonenumber, or the entire entry.

VI-QUIT- Allows you to exit program.

<ESCAPE/WP>- At almost any time in the program this key will allow you to return to the main menu.

The Files

This program can store up to 15 files on one disk or tape, and stores a directory of these files in the binary file PH#FLS. If you delete a file without using the PHONEBOOK program (e.g. in BASIC), you must also delete it from the PH#FLS by using the PHONEBOOK program. You will get a DRIVE ERROR message, but the program will then go to the main menu screen. If you use a name of a file that already exists, the program will tell you and ask you if you want to delete it.

For those of you who have huge phone listings, you can use the full potential of this program by creating 13 different files- one for A & B, one for C & D, one for E & F, etc. If you desire, you can first change the program so that each file is shorter (for faster loading) by changing the variable NL% in lines 24 and 30. You may want to have one blank disk or tape for phone files only then.

```
10& ADAM PHONEBOOK v1.1
15& BY BOB LENNES 1985
17& FOR NIAD,PUBLIC DOMAIN
18& FOR MORE INFO WRITE:
19& 14637 ATLANTIC
20& DOLTON, IL 60419
21& OR SEE NIAD NL.JAN.'86
24 NL%=160:POKE 1, NL%
25LOMEM :28000+80*NL%+1
30 NL%=PEEK(1): HA=28000+80*NL%+1
35FOR SA=28000 TO HA STEP 80:POKE SA, 0:NEXT
40POKE 16150, 255
55FOR SA=27600 TO 27626:READ SV:POKE SA, SV:NEXT
57DATA
62,141,211,255,62,63,211,255,62,144,211,255,6,1
27,62,127,61,32,253,5,32,248,62,159,211,255,201
65FOR SA=27700 TO 27773:READ SV:POKE SA, SV:NEXT
67DATA
62,0,50,91,109,50,92,109,50,93,109,50,94,109,62
,4,205,126,252,40,3,50,91,109
68DATA
62,5,205,126,252,40,3,50,92,109,62,8,205,126,25
2,40,7,50,93,109,50,94,109,201
69DATA
62,8,205,70,244,253,126,20,203,63,203,63,203,63,203,63,
254,3,56,5,62,1,50,94,109,201
75FOR SA=27800 TO 27806:READ SV:POKE SA, SV:NEXT
77DATA  33,0,0,205,78,47,201
85FOR SA=27650 TO 27671:READ SV:POKE SA, SV:NEXT
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87DATA
62,8,33,238,107,205,252,252,40,6,62,0,50,95,109,201,62
255,50,95,109,201
900 S1%=PEEK(17126): S2%=PEEK(17059)
910POKE 17059, 4:POKE 17126, 26:POKE 64885, 0
920 BK$=CHR$(8): D$=CHR$(4): DN%=8: DN$="TAPE 1"
930IF PEEK(16821)=4 THEN  DN%=4: DN$="DISK 1"
940POKE 16821, DN%
1000TEXT:INVERSE:VTAB 5:HTAB 5:? "THE COMPUTER
PHONEBOOK";
1010VTAB 7:HTAB 5:? SPC(5); "BY B. LENNES";
SPC(5):NORMAL
1020 SK%=1: L2$="SAVE LOAD ADD  DEL  PRNT QUIT":
L3$="FILE FILE ENTR ENTR OUT_"+BK$:GOSUB 1570:IF
KF%=27 THEN 1050
10300N KF%-128 GOTO 9500, 2000, 4000, 6000, 8000
1050INVERSE:VTAB 21:? CHR$(24):? " QUIT:ARE YOU SURE?
"; : SK%=5: L2$="RET  DONE": L3$="":GOSUB 1570
1055IF KF%<>134 THEN 1000
1060POKE 17059, S2%:POKE 17126, S1%:TEXT:END
1070GOTO 1000
1500VTAB 22:INVERSE:ON SK% GOTO 1503, 1504, 1505,
1506, 1507, 1508
1503HTAB 2:? " I  ";
1504HTAB 7:? " II ";
1505HTAB 12:? " III";
1506HTAB 17:? " IV ";
1507HTAB 22:? " V  ";
1508HTAB 27:? " VI ";
1509NORMAL:RETURN
1510 HT%=(SK%-1)*5+2:HTAB HT%:VTAB 23:? L2$:RETURN
1520 HT%=(SK%-1)*5+2:HTAB HT%:? L3$; :RETURN
1530NORMAL:FOR V=22 TO 24
1535VTAB V:HTAB 1:? SPC(30); :NEXT:RETURN
1550IF PEEK(64885)=0 THEN  KP%=0:GOTO 1569
1552 KP%=1: KF%=PEEK(64885)
1556IF KF%<128 AND KF%<>27 THEN  KF$=CHR$(KF%):
KF%=0:GOTO 1565
1560 KF$=""
1565POKE 64885, 0
1569RETURN
1570GOSUB 1500:GOSUB 1510:GOSUB 1520
1580GOSUB 1550:IF KP%=0 THEN 1580
1584IF KF%=27 THEN 1589
1585IF KF%<128+SK% OR KF%>134 THEN CALL 27600:GOTO
1580
1589RETURN
2000TEXT:HTAB 10:INVERSE:? " LOAD FILE "
2010VTAB 2:HTAB 5:? "CURRENT DRIVE IS "; DN$
2012 L2$="NEW  SLCT ESC": L3$="DRIV FILE": SK%=4:GOSUB
1570:IF KF%=134 OR KF%=27 THEN 1000
2014IF KF%=132 THEN GOSUB 2200:GOTO 2000
2016IF KF%<>133 THEN 2012
2017ONERR  GOTO 2300
2020POKE 27410, 0:HTAB 1
2021 LS$="":POKE 16821, DN%:? D$; "BLOAD PH#FLS"
2022INVERSE:VTAB 2:HTAB 4:? "PHONEBOOK FILES: ";
DN$:NORMAL
2023CLRERR
2025VTAB 5:IF LS$="NONE" THEN ? " ."; LS$:GOTO 2040
2027FOR T=27411 TO PEEK(27410)*10+27410:
LS$=LS$+CHR$(PEEK(T)):NEXT: H=3
2030FOR T=1 TO LEN(LS$) STEP 10:HTAB H:? MID$(LS$, T,
10):IF T>10*15 THEN  H=17:VTAB 5
2032NEXT: L%=(T+1)/10+1
2040VTAB 3:HTAB 4:? "SELECT WITH ARROW KEYS:"
2045 X=0: Y=0:POKE 64885, 0
2047 L2$="LOAD DONE": L3$="FILE": SK%=5:VTAB 23:?
CHR$(24):GOSUB 1500:GOSUB 1510:GOSUB 1520
2050VTAB Y+5:HTAB 1:? CHR$(27); "_"; CHR$(8);
2060 P=PEEK(64885):IF P=0 THEN 2060
2065POKE 64885, 0:IF P=27 OR P=134 THEN 1000
2067 FILE$=MID$(LS$, Y*10+1, 10)
2070IF P=133 THEN 2150
2072IF P=151 OR P=159 THEN 2500
2075IF P=162 AND Y<15 THEN IF Y<=L% THEN  Y=Y+1:GOTO
2100
2080IF P=160 AND Y>0 THEN  Y=Y-1:GOTO 2100
2099GOTO 2060
2100 FILE$=MID$(LS$, Y*10+1, 10):IF FILE$="" THEN
Y=0: FILE$=MID$(LS$, 1, 10)
2110? CHR$(8); "  "; :GOTO 2050
2140 L2$="LOAD DONE": L3$="FILE": SK%=5:GOSUB 1570
2150IF KF%=27 OR KF%=134 THEN 1000
2155CLRERR:ONERR  GOTO 2180
2157POKE 16821, DN%
2160IF LS$<>"NONE" THEN HTAB 1:? D$; "BLOAD "; FI$
2170CLRERR:GOTO 1000
2180CLRERR:IF ERRNUM(0)=7 THEN ?:? " FILE BUG!":CALL
27600:FOR T=1 TO 2200:NEXT:GOTO 1000
2190GOTO 9930
2200VTAB 2:? CHR$(24)
2210HTAB 3:VTAB 3:? "SELECT"; SPC(12); "DEVICE"
2215HTAB 3:VTAB*5:? "CURRENTLY SET FOR "; DN$
2220NORMAL:CALL 27700: SK%=2: L2$="": L3$=""
2225IF PEEK(27997)=0 THEN  L2$="TAPE ": L3$=" 1
":GOTO 2230
2227GOSUB 2290
2230IF PEEK(27998)=0 THEN  L2$=L2$+"TAPE ": L3$=L3$+"
2   ":GOTO 2235
2232GOSUB 2290
2235IF PEEK(27995)=0 THEN  L2$=L2$+"DISK ": L3$=L3$+"
1   ":GOTO 2240
2237GOSUB 2290
2240IF PEEK(27996)=0 THEN  L2$=L2$+"DISK ": L3$=L3$+"
2   ":GOTO 2245
2242GOSUB 2290
2245 L2$=L2$+"DONE"
2247GOSUB 1570
2250IF KF%=27 OR KF$=CHR$(27) THEN 2195
2252IF PEEK(27997)=0 AND KF%=130 THEN  DN%=8:
DN$="TAPE 1":GOTO 2295
2254IF PEEK(27998)=0 AND KF%=131 THEN  DN%=24:
DN$="TAPE 2":GOTO 2295
2256IF PEEK(27995)=0 AND KF%=132 THEN  DN%=4:
DN$="DISK 1":GOTO 2295
2258IF PEEK(27996)=0 AND KF%=133 THEN  DN%=5:
DN$="DISK 2":GOTO 2295
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```
2260CALL 27600:GOTO 2247
2290 L2$=L2$+"      ": L3$=L3$+"      "
2295RETURN
2300 E=ERRNUM(0):IF E=7 THEN  LS$="NONE":CLRERR:GOTO
2022
2310IF E=8 THEN CLRERR:GOSUB 2200:GOTO 2020
2320? "ERROR#"; E; " IN LINE ";
256*PEEK(16127)+PEEK(16126):CLRERR:END
2500VTAB 21:INVERSE:? CHR$(24); " DELETE THE FILE ";
FI$:HTAB 2:? " ARE YOU SURE? "
2510VTAB 23:HTAB 23:? "  VI  ":NORMAL
2520HTAB 23:? "DELETE"; :VTAB 19
2530GOSUB 1550:IF KP%=0 THEN 2530
2540IF KF%<>134 THEN 1000
2550? CHR$(24):INVERSE:? " ONE MOMENT:DELETING ";
FI$:NORMAL
2555ONERR  GOTO 2900
2560? D$; "BLOAD PH#FLS"
2570FOR I=10*Y+1 TO 10*Y+10
2575IF PEEK(I+27410)<>ASC(MID$(FI$, I-10*Y, 1)) THEN ?
"FILE BUG!":CALL 27600:FOR T=1 TO 2000:NEXT:GOTO 1000
2577NEXT I
2580FOR I=10*Y+1 TO 10*Y+10:POKE 27410+I,
PEEK(I+27420):NEXT:IF Y<PEEK(27410) THEN  Y=Y+1:GOTO
2580
2590POKE 27410, PEEK(27410)-1
2600? D$; "DELETE PH#FLS": DE=1:GOSUB 9680: DE=0
2610? D$; "DELETE "; FI$
2690CLRERR:POKE 64885, 0:IF SS THEN 9500
2695GOTO 1000
2900CLRERR: E=ERRNUM(0)
2910IF E=7 OR E=8 THEN ? "  "; DN$; " ERROR":CALL
27600:FOR I=1 TO 1000:NEXT:GOTO 1000
2920GOTO 2320
4000TEXT:INVERSE:HTAB 10:? " ADD LISTING "
4020NORMAL:?:? " PRESS RETURN AFTER EACH FIELD"
4030VTAB 7:? " NAME ";
4040INVERSE:? SPC(24):NORMAL
4050?:?:? " ADDRESS ";
4060INVERSE:? SPC(21):NORMAL
4070?:?:? " CITY ";
4080INVERSE:? SPC(15); :NORMAL
4090? " STATE ";
4100INVERSE:? "  ":NORMAL
4110?:? " ZIP "; :INVERSE
4120? SPC(5); :NORMAL
4130? " PHONE("; :INVERSE:? "   "; :NORMAL:? ") ";
4150INVERSE:? "   -    ":NORMAL
4190POKE 16953, 223
4200VTAB 7:HTAB 7: ML%=23:INVERSE:GOSUB 9000
4210 NM$=A$
4215IF LEN(NM$)-1<ML% THEN  NM$=NM$+" ":GOTO 4215
4220VTAB 9:HTAB 10: ML%=20:GOSUB 9000: AD$=A$
4225IF LEN(AD$)-1<ML% THEN  AD$=AD$+" ":GOTO 4225
4230VTAB 11:HTAB 7: ML%=14:GOSUB 9000: CT$=A$
4235IF LEN(CT$)-1<ML% THEN  CT$=CT$+" ":GOTO 4235
4240VTAB 11:HTAB 29: ML%=1:GOSUB 9000: ST$=A$
4245IF LEN(ST$)-1<ML% THEN  ST$=ST$+" ":GOTO 4245
4250VTAB 13:HTAB 6: ML%=4:GOSUB 9000: ZP$=A$
4255IF LEN(ZP$)-1<ML% THEN  ZP$=ZP$+" ":GOTO 4255
4260VTAB 13:HTAB 18: ML%=2:GOSUB 9000: AC$=A$
4265IF LEN(AC$)-1<ML% THEN  AC$=AC$+" ":GOTO 4265
4270VTAB 13:HTAB 23: ML%=7:GOSUB 9000: PH$=A$
4275IF LEN(PH$)-1<ML% THEN  PH$=PH$+" ":GOTO 4275
4290POKE 16953, 95
4300 SK%=4: L2$="RE-  ADD  ESC": L3$="ENTR LSTG":GOSUB
1570:IF KF%=27 OR KF%=134 THEN 1000
4310IF KF%=132 THEN 4000
4320FOR A=28000 TO HA STEP 80
4330IF PEEK(A)<>99 THEN  WH%=A: A=HA:NEXT:GOTO 4350
4340NEXT:VTAB 19:HTAB 1
4342INVERSE:? "YOUR WORKSPACE IS FULL":? "PLEASE
DELETE ENTRIES"; CHR$(24)
4344 SK%=6: L2$="ESC": L3$="":GOSUB 1570:GOTO 1000
4350 I=LEN(NM$):IF I=0 THEN 4400
4360IF MID$(NM$, I, 1)=" " AND I THEN  I=I-1:GOTO 4360
4370IF MID$(NM$, I, 1)<>" " THEN IF I>0 THEN  I=I-1:IF
I THEN GOTO 4370
4380 LT$=MID$(NM$, I+1, 1)
4390VTAB 19:HTAB 1:INVERSE:? " THE RECORD WILL BE
FILED UNDER THE LETTER "; LT$
4400 SK%=5: L2$="NEW  DONE": L3$="LTR":GOSUB
1530:GOSUB 1570:IF KF%=27 THEN 1000
4410IF KF%=133 THEN GOSUB 5000
4420IF KF%=134 THEN 4450
4430CALL 27600:GOTO 4400
4450POKE WH%, 99:POKE WH%+1, ASC(LTR$)
4460 RCD$=NM$+AD$+CT$+ST$+ZP$+AC$+PH$
4470FOR I=2 TO 79:POKE WH%+I, ASC(MID$(RCD$, I-1,
1)):NEXT
4900GOTO 1000
5000VTAB 17:HTAB 1:INVERSE:? CHR$(24); " SELECT LETTER
WITH ARROW KEYS "; :NORMAL
5010? " "; :FOR I=33 TO 122:IF POS(0)=0 THEN ? " ";
5020? CHR$(I); :NEXT
5025 V=0: H=0: SK%=6:GOSUB 1500: L2$="DONE":GOSUB 1510
5030POKE 16953, 128:HTAB H+2:VTAB V+18:POKE 64885, 0
5035 P=PEEK(64885):IF P=0 THEN 5035
5037IF P=134 OR P=142 THEN 5070
5040IF P=163 THEN IF H=0 THEN  H=29: P=160
5045IF P=161 THEN IF H=29 THEN  H=0: P=162
5047IF P=163 THEN IF H>0 THEN  H=H-1
5048IF P=161 THEN IF H<29 THEN  H=H+1
5050IF P=160 THEN IF V>0 THEN  V=V-1
5055IF P=162 THEN IF V<2 THEN  V=V+1
5060GOTO 5030
5070 LTR$=CHR$(33+30*V+H)
5080POKE 16953, 95:VTAB 17:? CHR$(24)
5090POKE 64885, 0:GOTO 4390
6000TEXT:HTAB 8:INVERSE:? " DELETE LISTING ":
PL%=0:?:NORMAL
6020? PL%; :HTAB 1:FOR L=PL% TO PL%+16
6022IF PEEK(28000+L*80)<>99 THEN 6050
6024NORMAL:HTAB 1:? " "; L; SPC(3-LEN(STR$(L)));
CHR$(PEEK(28001+L*80)); " ";
6025IF L/2=INT(L/2) THEN INVERSE
6030 SV=PEEK(28001+L*80):POKE 28001+L*80, 24:POKE
27802, (28001+L*80)/256:POKE 27801,
28001+L*80-PEEK(27802)*256
6040CALL 27800:POKE 28001+L*80, SV:?
```

```
6050NEXT:?
6060VTAB 22:HTAB 1:? "USE ARROWS":? "FOR NUMBER":? "TO
DELETE ";
6200 SK%=3: L2$="DEL  PREV NEXT DONE": L3$="ENTRY 16
16":GOSUB 1500:GOSUB 1510:GOSUB 1520
6210HTAB 1:VTAB 21:INVERSE:? DL%; " "; :NORMAL
6220POKE 64885, 0
6222 KF%=PEEK(64885):IF KF%<129 THEN 6222
6223IF KF%=27 OR KF%=134 THEN POKE 64885, 0:GOTO 1000
6225IF KF%=160 THEN IF DL%<NL% THEN  DL%=DL%+1
6227IF KF%=162 THEN IF DL%>0 THEN  DL%=DL%-1
6228IF KF%=162 OR KF%=160 THEN 6210
6230IF KF%=132 THEN  PL%=PL%-16:IF PL%<0 THEN  PL%=0
6235IF KF%=145 THEN IF PEEK(28001+DL%*80)>32 AND
PEEK(28001+DL%*80)<127 THEN POKE 28000+DL%*80, 99:
KF%=132:GOTO 6260
6240IF KF%=133 THEN  PL%=PL%+16:IF PL%>NL%-16 THEN
PL%=NL%-16
6250IF KF%=131 THEN IF PEEK(28000+DL%*80)=99 THEN POKE
28000+DL%*80, 0: KF%=132
6260IF KF%>131 AND KF%<134 THEN VTAB 3:GOTO 6020
6270CALL 27600:GOTO 6200
8000TEXT:HTAB 11:INVERSE:? " PRINT OUT ":NORMAL
8020 SK%=2: L2$="NAME NM&  NM&  ALL  DONE": L3$="ONLY
ADDR PHN# RECRD_"+CHR$(8):GOSUB 1570
8030IF KF%=27 OR KF%=134 THEN 1000
8040 PNT%=KF%-129
8050VTAB 19:? CHR$(24)
8060 SK%=4: L2$="ONE  ALL  DONE": L3$="LTR
NAMES_"+CHR$(8):GOSUB 1570:IF KF%=27 OR KF%=134 THEN
1000
8080IF KF%=132 THEN  AL%=0:GOTO 8500
8085IF KF%=133 THEN 8100
8090GOTO 8000
8100VTAB 3:? CHR$(24)
8110 P%=0:VTAB 21:INVERSE:? " PRINTER ON? ":NORMAL:
L2$="YES  NO": L3$="": SK%=5:GOSUB 1570:IF KF%=27 THEN
1000
8112VTAB 3:? CHR$(24): P%=(KF%=133)
8115 SK%=5: L2$="PAUSE END":GOSUB 1500:GOSUB 1510:VTAB
12:?:VTAB 3:POKE 16135, 133
8120FOR WH=28000 TO HA-1 STEP 80:POKE 64885, 0:IF
PEEK(WH)<>99 THEN 8150
8130 AL%=1:GOSUB 8565: AL%=0:?
8140IF PEEK(64885)=134 THEN  SK%=5: L2$="CONT END":
V=VPOS(0):POKE 16135, 19
8145IF PEEK(64885)=134 THEN GOSUB 1570:VTAB V+1:IF
KF%=134 THEN 1000
8150NEXT:POKE 16135, 19
8160 SK%=6: L2$="DONE": L3$="":GOSUB 1570:GOTO 1000
8500VTAB 3:? CHR$(24):VTAB 10:HTAB 2:INVERSE:? "ENTER
FILE LETTER TO PRINT:  ";
8520POKE 16953, 223: ML%=0:HTAB 29:GOSUB 9000:
PL$=A$:POKE 16953, 95:NORMAL
8530IF PL$<"!" OR PL$>"Z" THEN CALL 27600:GOTO 8500
8535VTAB 20:?:INVERSE:? " PRINTER ON? ":NORMAL:
L2$="YES  NO": L3$="": SK%=5:GOSUB 1570:IF KF%=27 THEN
1000
8537VTAB 3:? CHR$(24): P%=(KF%=133)
8540 WH=28000:VTAB 2:? CHR$(24)
8550IF PEEK(WH+1)<>ASC(PL$) OR PEEK(WH)<>99 THEN
WH=WH+80:IF WH<HA-1 THEN 8550
8560IF WH>HA-2 THEN VTAB 18:?:INVERSE:? " NO MORE
ENTRIES UNDER "; PL$:NORMAL: SK%=5: L2$="MORE DONE":
L3$=""
8562IF WH>HA-2 THEN GOSUB 1570:IF KF%=133 THEN 8500
8564IF WH>HA-2 THEN 1000
8565POKE 16956, 2:HTAB 2
8567PR #P%
8570FOR A=WH+2 TO WH+25:? CHR$(PEEK(A)); :NEXT:?:IF
PNT%=1 THEN 8610
8580IF PNT%=3 THEN 8590
8582FOR A=WH+26 TO WH+46:? CHR$(PEEK(A)); :NEXT:?
8584FOR A=WH+47 TO WH+61:? CHR$(PEEK(A)); :NEXT
8586IF PEEK(A-1)=32 THEN ? CHR$(8); : A=A-1:GOTO 8586
8588? ","; CHR$(PFFK(WH+62)); CHR$(PEEK(WH+63)); " ";
:FOR A=WH+64 TO WH+68:? CHR$(PEEK(A)); :NEXT:?
8590IF PNT%<>2 THEN FOR A=WH+69 TO WH+71:?
CHR$(PEEK(A)); :NEXT:IF PEEK(A-1)<>32 THEN ? "-";
8600IF PNT%<>2 THEN FOR A=WH+72 TO WH+79:?
CHR$(PEEK(A)); :NEXT:?
8610PR #0:IF AL%=1 THEN RETURN
8700POKE 16956, 1: SK%=4: L2$="PNTR NEXT ESC": L3$="ON
":IF P% THEN  L3$="OFF"
8705GOSUB 1570:IF KF%=27 OR KF%=134 THEN 1000
8710IF KF%=132 THEN  P%= NOT P%
8715VTAB 3:IF KF%<>133 THEN CALL 27600:GOTO 8700
8720 WH=WH+80:GOTO 8550
9000 A$=""
9010GET KF$: KF%=ASC(KF$)
9015IF 00% THEN IF KF$="*" OR KF$="," OR KF$=":" OR
KF%=34 OR KF$="," OR KF$=" " THEN CALL 27600:GOTO 9010
9020IF KF%=13 THEN RETURN
9030IF KF%=8 OR LEN(A$)>ML% THEN 9100
9040IF ASC(KF$)<31 OR ASC(KF$)>126 THEN CALL
27600:GOTO 9090
9050? KF$; : A$=A$+KF$
9090GOTO 9010
9100IF LEN(A$)>1 THEN  A$=LEFT$(A$, LEN(A$)-1):? BK$;
" "; BK$;
9120IF LEN(A$)=1 THEN  A$="":? BK$; " "; BK$;
9130GOTO 9090
9500HOME:HTAB 11:INVERSE:? " SAVE FILE "
9510NORMAL:?:HTAB 5:? "CURRENT DRIVE IS "; DN$
9520 SK%=4: L2$="SLCT SAVE DONE": L3$="DRIV
FILE_"+CHR$(8):GOSUB 1570
9530IF KF%=27 OR KF%=134 THEN 1000
9540IF KF%=132 THEN GOSUB 2200:GOTO 9500
9550VTAB 4:? CHR$(24):HTAB 5:INVERSE:? "*PLEASE ENTER
FILENAME*":?:HTAB 11:? SPC(10); :POKE 16953, 223
9555IF SS THEN  SS=0:IF A$ THEN HTAB 11:? FI$;
SPC(11-LEN(FI$));
9560HTAB 11: ML%=9: 00%=1
9570GOSUB 9000:NORMAL:POKE 16953, 95: 00%=0
9580 SK%=5: L2$="SAVE RE-": L3$="FILE ENTR":GOSUB
1570:IF KF%=27 THEN 1000
9590IF KF%=134 THEN 9500
9592GOSUB 9950
9595VTAB 19:?:? "SAVING "; A$
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9600ONERR GOTO 9900
9610? D$; "BLOAD PH#FLS"
9620 P=PEEK(27410):IF P>14 THEN VTAB 19:?:? " NO MORE
ROOM ON "; DN$:CALL 27600:FOR I=1 TO 2200:NEXT:GOTO
1000
9625? D$; "DELETE PH#FLS"
9630FOR I=1 TO LEN(A$):POKE 27410+P*10+I, ASC(MID$(A$,
I, 1)):NEXT
9640IF I<11 THEN POKE 27410+P*10+I, 0: I=I+1:GOTO 9640
9650POKE 27410, P+1
9660? D$; "BSAVE !,A28000,L"; HA-28000
9670? D$; "RENAME !."; A$
9680? D$; "BSAVE PP!,A27410,L160"
9690? D$; "RENAME PP!,PH#FLS"
9700IF DE THEN RETURN
9710GOTO 1000
9900CLRERR: E=ERRNUM(0)
9910IF E=7 THEN POKE 27410, 0:? D$; "BSAVE
PH#FLS,A27410,L2":GOTO 9600
9920IF E=8 THEN ?:? DN$; " ERROR":FOR I=1 TO
2000:NEXT:GOTO 9500
9930GOTO 2320
9950FOR I=27630 TO 27629+LEN(A$):POKE I, ASC(MID$(A$,
I-27629, 1)):NEXT:POKE I+1, 3:POKE 27651, DN%
9955POKE I, 65:CALL 27650:IF PEEK(27999)=255 THEN 9980
9960POKE I, 72:CALL 27650:IF PEEK(27999)=255 THEN 9980
9965POKE I, 97:CALL 27650:IF PEEK(27999)=255 THEN 9980
9970POKE I, 104:CALL 27650:IF PEEK(27999)=255 THEN
9980
9975RETURN
9980VTAB 19:? CHR$(24):INVERSE:? " AN'";
CHR$(PEEK(I)); "'TYPE FILE ALREADY EXISTS "
9982IF PEEK(I)<>72 THEN ? CHR$(7); :FOR T=1 TO
2500:NEXT:GOTO 9998
9985? " DO YOU WANT TO    ":? " DELETE "; A$; "?";
SPC(10-LEN(A$))
9987 SK%=5:GOSUB 1500: L2$="YES  NO":GOSUB 1510
9990GOSUB 1550:IF KP%=0 OR (KF%<133 AND KF%>134) THEN
9990
9991IF KF%=134 THEN 9998
9995TEXT:INVERSE:? "  PUSH [DELETE] TO ERASE FILE  ":
SS=1:GOTO 2017
9998POP:GOTO 9500
```

CPM 2.2 WORKSHOP

CPM CLINIC

I THOUGHT IT MIGHT BE HELPFUL TO GO OVER SOME OF THE MORE COMMON PROBLEMS MANY OF YOU SEEM TO BE HAVING WITH CPM 2.2.

1. READING THE CPM 2.2 MANUAL - YOU CAN NOT SKIP THIS STEP. MANY OF YOU ARE NOT READING THE INSTRUCTIONS CONTAINED IN THIS MANUAL AND HENCE YOU DON'T GET THE RESULTS EXPECTED. ALSO, IF YOU ARE HAVING TROUBLE UNDERSTANDING THE MANUAL WE RECOMMEND YOU PURCHASE THE BOOK CPM USER'S GUIDE AS SHOWN ON OUR PRODUCT LIST.

2. DRIVE CONVENTIONS - CPM IS VERY PARTICULAR ABOUT HOW YOU USE ITS DRIVES. THE DRIVE YOU BOOT YOUR CPM SYSTEM FROM IS RECOGNIZED AS DRIVE A: AND ANY DISK/ TAPE IN THIS DRIVE MUST CONTAIN THE CPM SYSTEM ON IT. (NOTE: YOU CAN ADD THE CPM SYSTEM TO ANY FORMATTED DISK/ TAPE, EVEN IF IT ALREADY HAS PROGRAMS ON IT BY USING THE SYSGEN COMMAND, AS EXPLAINED IN THE MANUAL).
IF YOU TRY TO READ OR WRITE TO A DRIVE THAT DOES NOT CONTAIN A TAPE OR DISKETTE YOU WILL GET AN ERROR AND HAVE TO RELOAD CPM.

3. SWITCHING DISKS/ TAPES - IF YOU SWITCH A DISK OR TAPE ON CPM YOU MUST HOLD THE CONTROL AND C KEY DOWN WHICH DOES A "WARM" BOOT (LIKE A RESET BUT DOES NOT NEED TO LOAD THE ENTIRE SYSTEM). THIS WILL READ THE NEW DIRECTORIES AND ALLOW YOU TO COPY FILES BETWEEN DISKS/ TAPES. IF YOU DON'T DO THIS CONTROL-C AFTER YOU CHANGE DISKS (OR IF YOU INSERT A DISK/ TAPE IN AN EMPTY DRIVE) YOUR DIRECTORY WILL BE INCORRECT AND YOU WILL GET AN ERROR IF YOU TRY TO COPY A FILE FROM ONE TAPE/ DISK TO ANOTHER.

4. CPM PROGRAMS THAT HAVE "COM" AS THE LAST 3 LETTERS OF THE FILE NAME ARE RUN BY JUST ENTERING THE NAME OF THE PROGRAM I.E. TO RUN THE PROGRAM CHESS.COM YOU ENTER "CHESS" AND HIT RETURN.

5. LIBRARY FILES - MANY CPM PROGRAMS ARE STORED IN A "LIBRARY", WHICH IS A SPECIAL METHOD OF STORING FILES IN A REDUCED SPACE. THESE FILES HAVE "LBR" AS THE LAST 3 LETTERS OF THE FILE NAME. TO GET THE PROGRAMS OUT OF THESE LIBRARIES, YOU MUST USE A PROGRAM CALLED DE-LBR, WHICH WE INCLUDE ON MOST OF OUR CPM PUBLIC DOMAIN VOLUMES. TO EXTRACT THE FILES YOU ENTER "DE-LBR" AND THE NAME OF THE LBR FILE.
NOTE: WHEN YOU DELIBRARY A LBR FILE YOU MUST NOT DO IT ON THE PD DISK/ TAPE IT CAME ON - YOU MUST MOVE BOTH THE DE-LBR PROGRAM AND THE LBR FILE TO A BLANK CPM FORMATTED TAPE/ DISK TO LEAVE ENOUGH ROOM FOR THE INDIVIDUAL FILES THAT WILL BE CREATED WHEN YOU RUN DE-LBR.

NIAD CP/M PUBLIC DOMAIN
BY C KOLANDER

THIS MONTH WE WILL COVER PD DISK # 7, AS WAS STATED LAST MONTH WE WILL BE SKIPPING DISK #6 AS IT IS THE 350 POINT VERSION OF ADVENTURE, A TEXT ADVENTURE GAME , AND HAS FULL DOCUMENTION ON THE DISK.

MADAM7.COM -- THIS IS A FULL FEATURED VERSION OF MODEM 740, THE OVERLAY IS ALREADY INSTALLED, SO THE PROGRAM IS READY TO RUN AS IS. THE MAIN THING THIS VERSION FEATURES THAT EARLIER ONES DIDN'T IS IT CAN DIAL YOUR PHONE NUMBER FOR YOU, AND TAKES FULL ADVANTAGE OF THE LIBRARY OF PHONE NUMBERS IN THE PROGRAM ITSELF. THIS IS THE BEST PUBLIC DOMAIN TELECOMMUNICATIONS PROGRAM YOU CAN GET FOR YOUR ADAM RIGHT NOW. THERE IS A COMPLETE DOCUMENTION FILE ON THE DISK.

WID30.COM -- This is a public domain version of screen chop, as found in the September issue of Niad. It cuts everything down from 80 column to 30 column, the asm file is also included.

ELIZA.LBR -- This library contains a game called Eliza. In this game Adam will ask you questions based on answers to previous questions, sort of a psychoanalysis. It's kind of fun having a conversion with your computer, and seeing it's response to what you say to it. This version is a command file so you don't have to have a basic interperter to use it. Very good game.

CPMFLT.COM -- This is a filter program that can be used on text files transfered to CP/M from the Adam EOS format. It will add everything CP/M needs in it's text files. It was written primarily for use on files that will be used with WordStar. Invoking the program without a command tail will show the correct syntax.

DELTB.COM -- This program will be included (when ever possible) on all disks with Library files on them. It is easy to use, but will only extract the whole library and does not unsqueeze files as it does it. Be sure to have plenty of room on the disk. To use type DELIB, a prompt will ask for the library name, and the program will do the rest.

Z80CHESS.LBR -- This library contains a chess program written in Z80 code, a documention file is also included. The program is very good, and no it does not have any kind of fancy graphics. In fact the screen is a little hard to follow. All in all it gives you a good challange and seeing as there are no other alternatives right now, it will have to do. You might want to set up a board to keep track of what's going on better.

XCCP,XCCPUTIL.LBR -- These library files contain everything you need to use a differnt CCP (Command Console Processor) than the stock one you got from Coleco. Some of the advantages of this new CCP are, it will look to drive A, User 0 for command files not found on the currently logged disk or user, it displays the current user area at the prompt (example...A0>...shows , you are on drive A, user 0) and takes up less space. The utility library contains some of the functions not built into this CCP, such as ERA, DIR and REN. The fact that these and some of the others such as Save and User are not built into the CCP are it's only draw back. I recommend that if you do decide to use this as part of your system, that you run it on your disk as part of a autoboot, that way when you boot the system it will already be present upon entering CP/M. A control Y at any time will load your normal CCP back into the system. There are better CCP replacements, ZCPR being about the best, and we hope to be able to offer them on a future disk.

DU-V89.LBR -- This is a newer version of a disk editor that can be found on PD disk #5. As I wrote last month disk editors can be very useful for saving disks or to those who just need to know more about there disk system. There is a pretty good documention file in the library with a full description of the all the commands and there functions. See last months column for more information on this and the other program. Anyone wanting the asm file for this program can get it from me by the usual means.

MMERGE.LBR -- This library contains a program that will do the same thing that a commerical program by the same name from Micropro will, that is it will take a name list that you make up separatly, and insert it into a standard letter that you make up. This is real handy if lets say you need to make up a standard form letter that you will be sending to a lot of differnt people and all that changes are names, addresses and a couple of other items. All you have to do is make up the letter following the documentions format, then make up a file with the varibles, and then run the program. This is a lot easier than typing the letter and then deleting the information that changes and then reinserting the new info. This is just an example, I imagine you could use this for printing envelops or other such things. There is full documention in the library as well as the source code and a example letter and data file to try with it. The format is real easy to follow and gives pretty much all the varible space needed for most letters.

Next month we will be covering PD disk #8 which is a public domain version of the C programing language. There are also some function and insert files on the disk.

SMARTWRITER TIPS

One of the "tricks" I learned some time ago was to use the "MOVING WINDOW" screen option for all my typing, which in my opinion works alot better. Here is what you do -

. Set your right horizontal margin to 47 (the left margin is set to 10 by default = the screen displays 36 characters)

. Hit SmartKey II Screen Options and then hit SmartKey VI for Moving Window

You can now enter your lines using the entire screen instead of just the black typing platen at the bottom of the screen. This is especially useful for moving the cursor around an entire screen quickly. If you need to see how a paragraph will look when it is printed just reset your right margin and SMARTWriter will adjust your document accordingly.
Just don't do what I occasionally do and forget to change the right margin back before you print your document !

Some of you have questioned whether you can set different margins within a document - the answer is no, but there are some ways around this limitation. The first is for short paragraphs our just a sentence or two - use the tab key to indent the left margin to where you want it and hit the carriage return key when your sentence reaches the new right margin you want. The second method has two flavors - if you have a long section of a multi-page letter that requires a different margin you could create a separate document for this and print it out on its own page. You would have to use an END PAGE marker at the spot that you want to stop the other document and start a new page. The other method is a bit tricky but will work - you create a separate document with the different margins and you count the number of lines taken by this document and insert that number of carriage returns in your base document. You print out your base document and then re-insert the page with the "hole" and print the other document in this hole ! You may have to try a "dry run" first to insure you spacing is correct, but it will work.

GAME HINTS

Lets make this column a help to everyone who loves to play the great games that we have for the ADAM.
Text adventure games are very popular and can also be very frustrating to play if you get stuck and can't progress. The following games could use some "hints" from you : Bounty Hunter, Adventure Pack I and II, Fantasy Gamer, 2010: Text Adventure, Zork (I,II,III), Planetfall, Starcross, Deadline.
The arcade games also could use some hints. These may be little tricks you learned while playing - please send them in to help others.
A standard rule is to take notes and make a map as you play these adventure games - you will need them later for reference.
We'll start with the popular 2010: Text Adventure game. For those of you that don't have it, you'll find it is very scarce and I'm not sure we will have any left by the time this issue arrives.

One of the initial problems is getting in the ship. You need to be careful since movements to the right and left will take you in different directions depending on which direction you are headed. In any event you need to get to Pod Bay I by moving left along the ship (you start out on the right side of the ship). Then go left and north to Pod Bay 2. Then go south to the Emergency Airlock door on the left side of the ship. Leave the Russian Pod without blowing the hatch open and turn on your PLU - go towards the door and you will enter the ship.

One of the objectives is to find the main generators - HINT - they are very big and the inside of the ship is not !!

Have fun and write us as to how You are doing.

REVIEWS

SMARTTYPE V1.1
REEDY Software
Review by W. Motel

This is the revised version of the original that I reviewed in the 8/84 issue of MIAD. It is a wordprocessor program (written in BASIC). The main advantage is that it can left, right justify and center text. It can also do 2 column per page printing. One drawback is the max. file size of data is 60 rows of 79 columns. For more, you can create multiple files.
The revised edition includes the following enhancements :
. Fast load option which decreases the time to actually load the Basic program.
. Bi-directional printing which increases the printing speed
. Added function keys (TAB, HOME, and ARROW keys for movement).

These enhancements improve this program from a usability standpoint, that is they make it easier to use as an adjunct to SMARTWriter. However, my original review and rating does not change. This is not a replacement to SMARTWRITER, but more of an alternative, if you need the justification or 2 column printing. I am not knocking the program, which is well done, you, however need to way the advantages it offers you over SMARTWriter against the process that is required to load Basic, run this program, etc.
[Editor's Note: Next month we will review Powerprint which is another program that provides addtional text formatting and printing functions to SMARTWriter.]

Rating: B

CABBAGE PATCH KIDS
PICTURE SHOWS
COLECO
Review W. Motel

This cartridge is part of Coleco's Family Learning series. It allows your child to create "shows" using the Cabbage Patch characters.

They can use one of 4 predrawn scenes or paint their own on one of 4 blank screens. They can select from 3 kids or a Koosa. They can paint their own things on the screen and/or select from predrawn indoor/outdoor props. They also have letters, numbers, and misc shapes to select from. Once the scene(s) are designed, they can animate them and save the show for replay (save is good while the unit is on, not permanent).

An overlay is provided for the controllers. The available functions are symbolized and allow the child to pick out the screens, change characters, get props, get paint colors, or go to the main option screen.

The graphics are LO-RES (the Cabbage Patch Kids are HI-RES sprites of course), yet they are recognizable, 2 can play at the same time, but cannot place props/dress characters at the same time. They can paint and move characters together.

This is similiar to the SMURF Paint and Play, but usfs Cabbage Patch characters. It also includes music which is a nice addition to the play action of the game and the ability to change clothes and colors on the little Kids. This is very well done and should provide young children with an oppurtunity to draw, arrange play scenes, and be creative.

Rating: B+

MEMBER COMMENTS/

QUESTIONS & ANSWERS

. I purchased my ADAM almost a year ago for the sole purpose of educating my children (all 6 of them) in computer technology. At that point in time I had absolutely no compuiter "know how" whatsoever, My story, I am sure, is quite typical - I had problems with the system. I was unable to get any reasonable help from Coleco. I was unable to find adequate software/hardware etc, etc.. The outcome of what appeared for a time to be a very ill-conceived purchase, is that I have become a confirmed ADAM Addict and now have 2 complete ADAM systems - one for the kids and one for me !! My system is equipped with a 64K Memory Expander and 2 disk drives plus 2 digital data drives. I hope to purchase the Eve RS 232, Speech synthesizer and 80 column mother board in the coming weeks. I have been teaching myself how to program in SBasic (the hard way of course - with no help) for several months now having attained reasonable success and I am presently trying my luck with CPM.

Over the past months, in a desperate search for information and/or software supplies I joined several ADAM User Groups/ Newsletters etc. and with the exception of one publication from Missouri, I have been extremely disappointed with the result of my efforts (and dollars!). In 3 cases I have not received publications as promised and what I have received was of very poor quality indeed. As a general rule I do not like to purchase goods through the mail, but in this particular case there did not seem to be any alternative - so I took the plunge - only to be cheated ! The groups/publications in question refused to answer my inquiries and/or deliver the goods. I made a vow NEVER to use this type of service again. However, help comes when and where you least expect it! At the Christening of my youngest daughter in September a member of the Church Women's Guild mentioned that she was working with her son's computer and thoroughly enjoying it and yes it was an ADAM! She went on to tell me about NIAD and your excellent services. After some hesitation I decided to "give it one more try" and I was certainly rewarded far beyond my expectations!

First, your prompt reply to my subscritpion request absolutely floored me ! I received my first issue in less than 1 week from the time I mailed it here in Toronto. Secondly - the quality and quantity of your publication is second to none! There was more useful and informative information and material in just 1 issue of NIAD than in all 19 various ADAM volumes/issues that I have accumulated over the past year. Your format is clear, concise and most of all encouraging. I pray that you will continue in your efforts and not fall by the wayside like so many others.

My enthusiasm has prompted me to write my first "fan" letter at the ripe old age of 39! My children range in age from 1 to 21 and your newsletter has something to offer for all. We look forward to receipt of back issues as well as future "encouragement".

In all sincerity - THANKYOU S. McFarlane

- I don't usually reproduce such long letters but felt this one was important for other members to see. It represents a true ADAM owners "success story" that many people who have given up on their ADAM could have. Thankyou so much for this letter which ironically is an encouragement to NIAD as well ! Don't worry, NIAD will be around for along time. God Bless you and your family.

• I would like to express how much I enjoy your monthly publication. As a novice I find it very informative and well displayed. I would like to inquire as to how one goes about starting a user's group or at least how to obtain sufficient supplies of items such as ribbons, data packs, print wheels, etc.

AS THE SUPPLY OUTLETS FOR THESE ARE VIRTUALLY NON-EXISTENT HERE IN CANADA. IN THIS CITY OF OVER 1/2 MILLION THERE MUST BE THOUSANDS OF ADAM OWNERS IN THE SAME QUANDRY. I DON'T MIND ORDERING FROM THE US BUT THINK A LOCAL OUTLET WOULD BE MOST APPRECIATED.
R. GANDY, WINNEPEG, MANITOBA
- I CAN DIRECT YOU TO A FINE USER'S GROUP CALLED FIRST CANADIAN ADAM USER'S GROUP (FCAUG) AT PO BOX 547 VICTORIA STATION, WESTMOUNT, PQ, H3Z 2Y6. I AM SURE THEY CAN POINT YOU TO A RELIABLE SOURCE FOR PRODUCTS IN CANADA.

. HERE IS MY SUBSCRIPTION FOR ANOTHER YEAR. I WISH THERE WAS SOME WAY YOU COULD LEGALLY WARN NEW ADAM OWNERS TO NOT SUBSCRIBE TO FAMILY COMPUTING MAGAZINE. I FOR ONE FIND IT TOTALLY USELESS. THEY HAVE ALL BUT TOTALLY ABANDONED THE ADAM. WHY SHOULD WE AS ADAM OWNERS SUPPORT THIS. I WROTE TO THEM TO EXPRESS MY FEELINGS AND URGE OTHER SUBSCRIBERS TO DO THE SAME.
H. OSBORNE
- I HAVE MIXED FEELINGS ON THIS.) FC IS THE ONLY MAGAZINE THAT IS SUPPORTING THE ADAM AT THIS POINT, ALTHOUGH I TOO WISH THEIR SUPPORT WAS STONGER. I FEEL THAT RATHER THEN ABANDON THEM WE AS ADAM OWNERS SHOULD WRITE THEM AND ENCOURAGE THEM TO ADD MORE ADAM MATERIALS. THIS IS THE ONLY WAY FOR THEM TO KNOW WHAT THEIR READERSHIP WANTS. THEY GET ALOT OF REVENUE FROM ADAM ADVERTISING AND WOULD BE WILLING TO LISTEN.
PLEASE NOTE THAT IT IS THE FAMILY COMPUTING FORUM ON COMPUSERVE THAT PROVIDES ADAM OWNERS A HOME TO MEET, LEAVE MESSAGES AND PROGRAMS. EVERYONE, PLEASE WRITE THEM AND ASK THEM TO SUPPORT US WITH MORE PROGRAMS, ARTICLES, ETC.
WRITE TO CLAUDIA COHL, EDITOR IN CHIEF, FAMILY COMPUTING, 730 BROADWAY, NEW YORK, NY 10003.

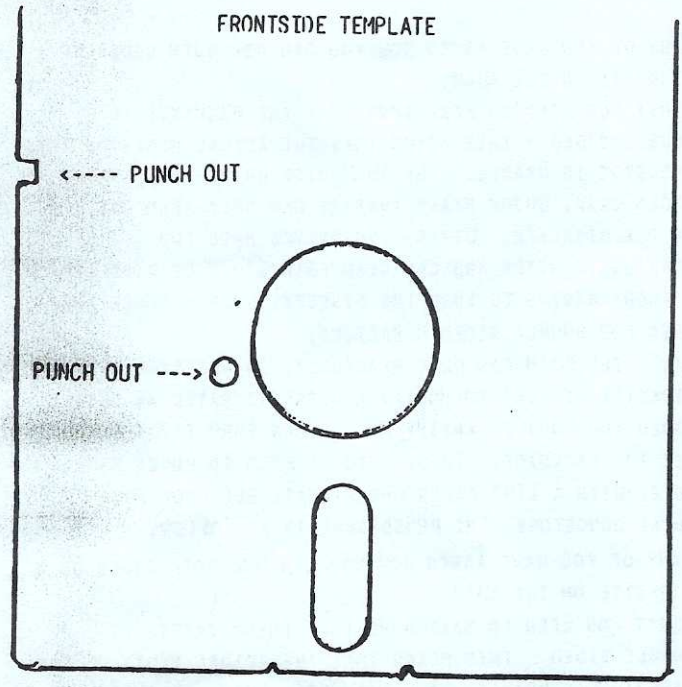
. THERE HAVE BEEN SOME QUESTIONS ABOUT USING THE DISK MANAGER (THE SOFTWARE THAT COMES WITH THE ADAM DISK DRIVE) TO RUN PROGRAMS. DISK MANAGER WILL ONLY RUN PROGRAMS THAT YOU WOULD NORMALLY RUN BY PULLING THE COMPUTER RESET KEY. DISK MANAGER IS ACTUALLY AN UPDATED VERSION OF THE OPERATING SYSTEM THAT IS BUILT IN TO THE ADAM . HENCE, YOU CAN RUN SMARTBASIC, SMARTFILER, ETC. FROM THE DISK MANAGER. HOWEVER, YOU CAN NOT RUN A BASIC PROGRAM (SAY ONE YOU WROTE OR ONE FROM THE PUBLIC DOMAIN LIBRARY) DIRECTLY FROM DISK MANAGER, BECAUSE SMARTBASIC HAS TO BE RUN FIRST AND THEN THE BASIC PROGRAM CAN BE LOADED AND RUN.

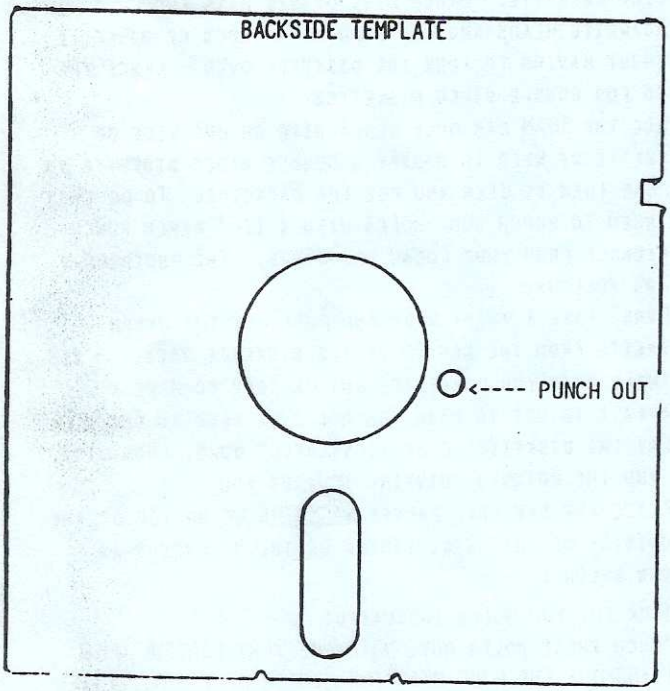
MANY OF YOU HAVE ASKED HOW YOU CAN USE BOTH SIDES OF A DISKETTE ON THE ADAM.
FIRST YOU NEED TO MAKE SURE THAT THE DISKETTE IS DOUBLE SIDED - THIS MEANS THAT THE ACTUAL MEDIA ON THE BACKSIDE IS USABLE. THE ADAM DISK DRIVE IS A SINGLE SIDED DISK, WHICH MEANS THAT IT CAN ONLY READ ONE SIDE OF THE DISKETTE. OTHER DISK DRIVES HAVE TWO READ/WRITE HEADS AND CAN READ BOTH SIDES OF DISKETTE WITHOUT HAVING TO TURN THE DISKETTE OVER - HENCE THE NEED FOR DOUBLE SIDED DISKETTES.
SINCE THE ADAM CAN ONLY READ/WRITE ON ONE SIDE OF A DISKETTE WE NEED TO MODIFY A DISKETTE RATED AS DOUBLE SIDED AND DOUBLE DENSITY SO WE CAN TURN IT OVER AND USE THE BACKSIDE. TO DO THIS WE NEED TO PUNCH SOME HOLES WITH A 1/4" PAPER PUNCH AVAILABLE FROM YOUR LOCAL DRUGSTORE. THE PROCDEDURE IS AS FOLLOWS:

MANY OF YOU HAVE ASKED HOW YOU CAN USE BOTH SIDES OF A DISKETTE ON THE ADAM.
FIRST YOU NEED TO MAKE SURE THAT THE DISKETTE IS DOUBLE SIDED - THIS MEANS THAT THE ACTUAL MEDIA ON THE BACKSIDE IS USABLE. THE ADAM DISK DRIVE IS A SINGLE SIDED DISK, WHICH MEANS THAT IT CAN ONLY READ ONE SIDE OF THE DISKETTE. OTHER DISK DRIVES HAVE TWO READ/WRITE HEADS AND CAN READ BOTH SIDES OF DISKETTE WITHOUT HAVING TO TURN THE DISKETTE OVER - HENCE THE NEED FOR DOUBLE SIDED DISKETTES.
SINCE THE ADAM CAN ONLY READ/WRITE ON ONE SIDE OF A DISKETTE WE NEED TO MODIFY A DOUBLE SIDED DISKETTE SO WE CAN TURN IT OVER AND USE THE BACKSIDE. TO DO THIS WE NEED TO PUNCH SOME HOLES WITH A 1/4" PAPER PUNCH AVAILABLE FROM YOUR LOCAL DRUGSTORE. THE PROCDEDURE IS AS FOLLOWS:

. FIRST TAKE A BLANK DISK AND PULL OUT THE MYLAR DISKETTE FROM THE CENTER OF THE DISKETTE JACKET - YES, IT WILL RUIN YOU DISKETTE, BUT WE NEED TO MAKE A TEMPLATE TO USE TO MARK THE HOLES WE NEED TO CUT.
. LAY THE DISKETTE TO BE "CONVERTED" DOWN, FRONTSIDE UP AND THE NOTCHES POINTING TOWARDS YOU
. PLACE THE TEMPLATE JACKET BACKSIDE UP ON TOP OF THE FRONTSIDE OF THE DISK, LINING UP THE 4 CORNERS AS SHOWN BELOW :
. MARK THE TWO HOLES INDICATED
. PUNCH THESE HOLES OUT. NOTE: BE VERY CAREFUL WHEN CUTTING OUT THE HOLE NEAR THE CENTER OF THE DISKETTE SO THAT YOU DON'T DAMAGE THE DISKETTE ITSELF WITH THE BOTTOM OF THE HOLE PUNCH.
. TURN THE DISKETTE TO BE CONVERTED OVER AND PLACE THE TEMPLATE JACKET FRONT SIDE UP ON IT
. PUNCH OUT THE ONE HOLE INDICATED

YOU CAN NOW FORMAT THE BACKSIDE BY INSERTING THE DISKETTE IN THE DRIVE WITH THE BACKSIDE UP.





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. MARSCHAND

CPM 2.2 **MIDWEST/EAST**>>> C. KOLANDER
1295 A PEARL AVE
GLENDALE HTS, IL 60139

CPM 2.2 ** WEST COAST** >>> ROBERT BAKER
2007 LINCOLN APT C
ALAMEDA, CA 94501

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 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 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.

PRODUCT LIST

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 & CHOPLIFTER 7850	$ 24.95
HOME SFTWARE LIBRARY 7826	$ 39.95
2010: TEXT ADVENTURE GAME BY MGM/UA 7849	$ 20.95
FAMILY FEUD 7710	$ 20.95

OTHER SOFTWARE - SPECIFY DDP OR DISK

BOUNTY HUNTER VS4048	$19.95
ADVENTURE PK I VS4011	$19.95
ADVENTURE PK II VS4015	$19.95
VIDEOTUNES (DDP ONLY) (FUTUREVISION)	$26.95
EXT BASIC UTILITIES	
FANTASY GAMER (DDP)	$29.95
BASIC BONANZA MB	$29.95
DIABLO	$19.95
SOFTPACK I MB	$18.95
LVAC ARCHIVES I MB	$19.95
REEDY SOFTWARE LIB	$22.95
QUICKFAX QUEST MB	$22.95
PERSONAL ACCOUNTANT	$19.95
SMARTBEST MB	$16.95 NEW
STRATEGY STRAINER I MB	$19.95 NEW
BUSINESS PACK MB	$18.95 NEW
1985 1040 TAX PLANNER	$19.95 NEW

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
SMURF PAINT AND PLAY 2697	$18.95
FIX UP MIX UP PUZZLE 2699	$18.95
MONKEY ACADEMY 2694	$18.95
TELLY TURTLE LOGO GRAPHICS 2698	$18.95
2010: GRAPHICS ADV	$18.95

**** NIAD SPECIALS ****

EVE SS-CC & ME64K	$ 144.95
EVE SP-1 & PANASONIC 1080 PRNTER	$ 369.95
RECONDITIONED DIGITAL DATA DRIVES	$ 19.95

NIAD SOFTWARE PACKAGE - INCLUDES THE FOLLOWING 3 ITEMS: $ 34.95 DISK $ 38.95 DDP

. SMARTGAMES PACK
. ROYAL AMBASSADOR EDUC PACK OR LVAC I
. 5 DDP'S OR 10 DISKETTES

MARTIN SOFTWARE - INCLUDES THE FOLLOWING 2 ITEMS: $ 39.95

. FANTASY GAMER
. BASIC BONANZA

CONVERSION OF SUPERGAMES TO DISKETTE $4.00 EACH
NOTE: MUST INCLUDE THE LABEL FROM THE DATA PACK TO VERIFY PURCHASE

BACKISSUES OF THE NIAD NEWSLETTER
$3.00 EACH OR $2.50 EACH FOR 10 OR MORE
ISSUES AVAILABLE - JAN/85 TO JAN/86

SQUISH EM SAM CARTRIDGE $ 9.95
(INCLUDES TALKING VOICE - NO ATTACHMENTS REQUIRED)

PRICES VALID 2/1 TO 3/1/86

NIAD USERS GROUP PRODUCTS:

I. NIAD PUBLIC DOMAIN SOFTWARE

** COST IS $6.00 FOR EACH VOLUME **
INCLUDING DISK OR DDP PLUS SHIPPING
SPECIFY VOLUME NUMBER

SMARTBASIC
BNDV1-7 (7 VOLUMES AVAILABLE)
SMARTLOGO
VOLUME I #LNDVI
ADAMCALC
VOLUME I #ANDVI
BASIC UTILITIES
VOLUME I #UNDVI (INCLUDES BACKUP UTILITY PROGRAM)
CPM 2.2
CNDV1-11 (11 VOLUMES AVAILABLE)
JEOPARDY
PINBALL & HARDHAT MACK
TROLL'S TALE

II. SOFTWARE

SMARTGAMES PACK MB	$ 9.95 DISK $ 11.95 DDP
ROYAL AMBASSADOR EDUCATION PACK I MB	$ 14.95 DISK $ 16.95 DDP
CPM NEVADA BASIC MB	$ 39.95 DISK/DDP
SP-1 CUSTOM SFTWARE FOR SMARTWRITER /FILER (AVAILABLE FOR MOST PRNTERS)	$ 20.00

MB - MONEY BACK GUARANTEE APPLIES

PRODUCT LIST

CPM 2.2 COMMERCIAL SOFTWARE - RECOMMEND DISK ONLY
NOTE: REQUIRES YOU HAVE ADAM CPM 2.2
INFOCOM PRODUCTS:

PLANETFALL	$ 34.95
STARCROSS	$ 39.95
ZORK I	$ 34.95
ZORK II, III	$ 39.95 ℬ
DEADLINE	$ 39.95

HARDWARE & ACCESSORIES

ADAM DISK DRIVE 7817 — CALL

5-1/4" HIGH-CAPACITY DISK DRIVE FOR THE COLECO ADAM. PROVIDES EXPANDED CAPABILITY FOR FASTER STORAGE AND RETRIEVAL AND INCREASED RELIABILITY. REQUIRES STANDARD DISKETTES.

ADAM DIGITAL DATA DRIVE 2409 — $135.00

SECOND DIGITAL DATA DRIVE FOR THE ADAM. PROVIDES CAPABILITY FOR COPYING FOR SAVING FROM ONE DATA PACK DDP CASSETTE TO ANOTHER.

ADAM LINK MODEM 7818 — CALL

ADAM PHONE MODEM WHICH PROVIDES CAPABILITY, WITH INCLUDED SOFTWARE, TO INTERFACE WITH OTHER ADAM COMPUTERS OR LARGE BULLETIN BOARD SYSTEMS SUCH AS COMPUSERVE. INCLUDES COUPON FOR RECEIVING ADVANCED COMMUNICATIONS SOFTWARE FOR UPLOADING AND DOWNLOADING OF PROGRAMS.

COMPUSERVE STARTER KIT — $ 25.95

INCLUDES ACCOUNT NUMBER, PASSWORD AND FIVE FREE HOURS OF CONNECT TIME TO THE POPULAR COMPUSERVE INFORMATION SYSTEM.

EVE 64K MEMORY EXPANDER ME-64 — $ 49.95

PROVIDES ADDITIONAL 64K OF MEMORY FOR SMARTWRITER, CPM PROGRAMS. PROVIDES PRINT BUFFER SPOOLING FOR ADAMCALC.

EVE RS232/PARALLEL INTERFACE SP-1 — $139.95

ALLOWS THE CONNECTION OF THE ADAM TO ANY POPULAR PRINTER AND OTHER DEVICES REQUIRING EITHER SERIAL OR PARALLEL INTERFACE CONNECTIONS. INCLUDES SOFTWARE FOR DIRECTING PRINT TO ADDITIONAL PRINTERS DIRECTLY FROM SMARTWRITER, SMARFILER, BASIC, CPM PROGRAMS. INCLUDES EITHER PARALLEL OR SERIAL CABLE - SPECIFY WHICH ONE DESIRED.

PARALLEL OR SERIAL CABLE SP-1C — $ 9.95

SECOND CABLE REQUIRED TO ATTACH SP-1 INTERFACE TO PARALLEL OR SERIAL PRINTERS.

EVE SPEECH SYNTHESIZER/CLK CALENDAR SS-CC $109.95

OUTPUT VOICE SPEECH AND WORDS VIA BASIC AND SPM PROGRAMS. INCLUDES SOFTWARE TO CONSTRUCT WORDS. REAL TIME CLOCK CALENDAR PROVIDES CONTINUOUS DATE AND TIME ACCESSIBLE FROM BASIC AND CPM.

EVE 80-COLUMN VIDEO/MOTHER BOARD/POWER SUPPLY VD-MB ** (CALL)

PROVIDES 80-COLUMN VIDEO OUTPUT FROM THE ADAM TO A MONOCHROME 80-COLUMN MONITOR. ALSO INCLUDES SEPARATE POWER SUPPLY AND EXPANSION SLOTS FOR ATTACHING OTHER EVE PRODUCTS. LIGHT PEN PORT ATTACHMENT ALSO INCLUDED. EXPANDS ADAMS CAPABILITY FOR SOFTWARE REQUIRING 80-COLUMN DISPLAY.

PS-1 INDEPENDENT POWER SUPPLY FOR THE ADAM $69.95

EVE MULTI-UNIT ADAPTER MA-3 — $ 44.95

SPECIAL ADAPTER CABLE REQUIRED TO ATTACH BOTH THE SP-1 AND SS-CC TO THE ADAM. NOTE: NOT REQUIRED FOR 80-COLUMN VIDEO BOARD.

ADAM PRINTER TRACTOR FEED — $ 79.95

HOOKS UNTO THE ADAM PRINTER AS ORIGINALLY DESIGNED TO PROVIDE FOR FEEDING OF PIN-FED CONTINUOUS FORM PAPER. PROVIDES CONSISTENT ALIGNMENT AND ADVANCING OF PAPER. ALL METAL DESIGN - GUARANTEED.

PRINTER STAND/ON/OFF SWITCH — $ 18.95

PROVIDES RAISED LEGS FOR THE ADAM PRINTER AND RELOCATES THE ON/OFF SWITCH TO THE FRONT OF THE PRINTER FOR EASIER ACCESS WHEN LOADING PAPER.

MONITOR CABLE 7830 — $ 9.95

REQUIRED TO HOOK COMPLETE ADAM CONSOLE TO A VIDEO MONITOR. SUPPORTS BOTH PICTURE AND SOUND SIGNALS.

ADAM DUST COVERS

3 PIECES FOR COMPLETE ADAM SYSTEM	$ 18.95
DISK DRIVE ONLY COVER	$ 8.95
3 PIECES FOR ADAM COLECOVISION EXPANSION UNIT	$ 23.95
PRINTER WHEELS	$ 5.55

REPLACEMENT PRINTER WHEELS FOR THE ADAM PRINTER - GOTHIC 12 #89750/SCRIPT 12 #82181/ELITE 12 #89753/EMPHASIS #89757/COURIER 72 #89761. SPECIFY FONT DESIRED.

ADAM REPLACEMENT RIBBONS 7806 — $ 4.95

ADAM LONG-LIFE NYLON RIBBONS — $ 6.95

NYLON RE-INKABLE RIBBONS. PROVIDE APPROXIMATELY THREE TIMES THE LIFE OF THE STANDARD NO. 7806 RIBBON.

COLECO/LORAN DATA PACKS -ADAM FORMATTED $ 4.75 ℬ
10 FOR $ 39.95

NIAD/LORAN DATA PACKS -ADAM FORMATTED $ 4.25 ℬ
10 FOR $ 34.95

NIAD UNFORMATTED DISKETTES - DS/DD 1 - 9 $ 1.50 ℬ
10 OR MORE $ 1.20 ℬ

NIAD FORMATTED DISKETTES - DS/DD 1 - 9 $ 1.75 ℬ
10 OR MORE $ 1.30 ℬ

**NOT YET AVAILABLE

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

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

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.

*** PRINTERS ***

PANASONIC KX-1080 $ 249.95
. TYPE: 9x9 DOT MATRIX
. SPEED: DRAFT MODE -100 CPS (PICA & ELITE);
NEAR LTR QUAL - 20 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 ($ 69.95)
. SIZE: 4.5"x15.9"x11.3"; WEIGHT 14.6 LBS
. FEATURES: 2 YEAR LIMITED WARRANTY

PANASONIC KX-1091 $ 299.95
. TYPE: 9x9 DOT MATRIX
. SPEED: DRAFT MODE -120 CPS (PICA & ELITE);
NEAR LTR QUAL - 29 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 ($ 69.95)
. SIZE: 4.5"x15.9"x11.3"; WEIGHT 14.6 LBS
. FEATURES: 2 YEAR LIMITED WARRANTY

PANASONIC KX-1092 $ 399.95
. 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
. FEATURES: 2 YEAR LIMITED WARRANTY

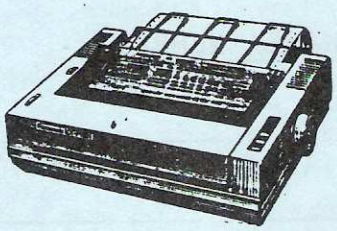
PANASONIC RIBBONS # P110 (ALL MODELS) $ 9.95

STAR SG10 $ 279.95
. TYPE: 9x9 DOT MATRIX
. SPEED: DRAFT MODE - 120 CPS; NLQ -30 CPS
. PRINT CHAR: BI-DIRECTIONAL, NORMAL, ELONGATED, CONDSD
ITALICS, IBM GRAPHICS/ SPECIAL CHAR"S
. MEDIA HNDL: ADJ TRACTOR FEED, FRICTION FEED
4" TO 8 1/2 "
. INTERFACE: CENTRONICS 8 BIT PARALLEL
. BUFFER: 2K STANDARD
. FEATURES: 140 DOWNLOADABLE CUSTOM CHARACTERS
. ACCESSORIES: RIBBONS $ 2.95 ea
4K BUFFER $ 109.95

** MONITORS **

AMDEK COLOR 300 COMPOSITE $ CALL
. 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 $ 39.95

PANASONIC COLOR DT-S101 COMPOSITE $ 199.95
. 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: BLK & WHITE DISPLAY
. OPTIONS: TILT SWIVEL STAND $ 19.95



TRAINING MANUALS/ BOOKS

. THE 1985 ADAM RESOURCE DIR $ 12.95
. LEARNING EXPRESS AUDIO TRAINER $ 32.95
. CP/M USER'S GUIDE BY T. HOGAN $ 15.95
. FIRST BOOK OF ADAM - BASIC
BY P. ROTH $ 10.95
. 2ND BOOK OF ADAM - SMARTWRITER $ 7.95
. PROGRAMMING ADAM: HOME APPLI-
CATIONS IN THE BASIC LANGUAGE
BY E. CLAFIN AND J. HEIL $ 5.95
. COLECO ADAM USERS HANDBOOK $ 8.95

NIAD NORTHERN ILL IANA ADAM USERS GROUP

P.O. BOX 1317
LISLE, IL 60532
312-961-3529;CUS 72255,47

BUYING SERVICE ORDER FORM

NAME_____

HARDWARE/ ACCESSORIES

ADDRESS _____

ITEM NAME/ NUMBER PRICE

_____ $ [_____.___]

_____ $ [_____.___]

SUB TOTAL HDW/ACC $ [_____.___]

ILLINOIS RESIDENTS ADD 6.25 % SALES TAX $ [_____.___]

SOFTWARE PRODUCTS

ITEM NAME/ NUMBER PRICE

_____ $ [_____.___]

_____ $ [_____.___]

SUB TOTAL SOFTWARE$ [_____.___]

PAYMENT -CHECK (ALLOW A WEEK TO CLEAR); MONEY ORDER; MASTERCARD OR VISA ($25 MINIMUM).

CARD #

[_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_]

EXPIRATION DATE [_|_|_|_]

BANK # (LFT. SIDE) [_|_|_|_]

SIGNATURE-_____

TOTAL THIS ORDER $ [_____.___]

SHIPPING/INSURANCE $ [_____.___]

	UPS	US MAIL
(FIRST $50 -	$2.50	$ 4.00)
(FIRST $100-	$4.50	$ 7.00)
(FIRST $200-	$6.00	$10.00)
(MAXIMUM	$8.00	$15.00)

MEMBERSHIP # OR INITIAL ANNUAL FEE REQ'D $ [_____]

TOTAL INCLUDED $ [_____.___]

NIAD - A CHRISTIAN RUN BUSINESS