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Continuing our study of John chapter 11...

Many of the Jews therefore, who had come with Mary and had seen what he did, believed in him; <sup>46</sup> but some of them went to the Pharisees and told them what Jesus had done. <sup>47</sup> So the chief priests and the Pharisees gathered the council, and said, "What are we to do? For this man performs many signs. <sup>48</sup> If we let him go on thus, every one will believe in him, and the Romans will come and destroy both our holy place and our nation." <sup>49</sup> But one of them, Caiaphas, who was high priest that year, said to them, "You know nothing at all; <sup>50</sup> you do not understand that *it is expedient for you that one man should die for the people, and that the whole nation should not perish.*" <sup>51</sup> He did not say *this of his own accord, but being high priest that year he prophesied that Jesus should die for the nation,* <sup>52</sup> and not for the nation only, but to gather into one the children of God who are scattered abroad. <sup>53</sup> So from that day on they took counsel how to put him to death.

<sup>54</sup> Jesus therefore no longer went about openly among the Jews, but went from there to the country near the wilderness, to a town called Ephraim; and there he stayed with the disciples.

<sup>55</sup> Now the Passover of the Jews was at hand, and many went up from the country to Jerusalem before the Passover, to purify themselves. <sup>56</sup> They were looking for Jesus and saying to one another as they stood in the temple, "What do you think? That he will not come to the feast?" <sup>57</sup> Now the chief priests and the Pharisees had given orders that if any one knew where he was, he should let them know, so that they might arrest him.

Chapter 12: Six days before the Passover, Jesus came to Bethany, where Lazarus was, whom Jesus had raised from the dead. <sup>2</sup> There they made him a supper; Martha served, and Lazarus was one of those at table with him. <sup>3</sup> Mary took a pound of costly ointment of pure nard and anointed the feet of Jesus and wiped his feet with her hair; and the house was filled with the fragrance of the ointment. <sup>4</sup> But Judas Iscariot, one of his disciples (he who was to betray him), said, <sup>5</sup> "Why was this ointment not sold for three hundred denarii and given to the poor?" <sup>6</sup> This he said, not that he cared for the poor but because he was a thief, and as he had the money box he used to take what was put into it. <sup>7</sup> Jesus said, "Let her alone, let her keep it for the day of my burial. <sup>8</sup> The poor you always have with you, but you do not always have me."

<sup>9</sup> When the great crowd of the Jews learned that he was there, they came, not only on account of Jesus but also to see Lazarus, whom he had raised from the dead. <sup>10</sup> So the chief priests planned to put Lazarus also to death, <sup>11</sup> because on account of him many of the Jews were going away and believing in Jesus.

<sup>12</sup> The next day a great crowd who had come to the feast heard that Jesus was coming to Jerusalem. <sup>13</sup> So they took branches of palm trees and went out to meet him, crying, "Hosanna! Blessed is he who comes in the name of the Lord, even the King of Israel!" <sup>14</sup> And Jesus found a young ass and sat upon it; as it is written,

<sup>15</sup> "Fear not, daughter of Zion; behold, your king is coming, sitting on an ass's colt!"

<sup>16</sup> His disciples did not understand this at first; but when Jesus was glorified, then they remembered that this had been written of him and

had been done to him. <sup>17</sup> The crowd that had been with him when he called Lazarus out of the tomb and raised him from the dead bore witness. <sup>18</sup> The reason why the crowd went to meet him was that they heard he had done this sign.

<sup>19</sup> The Pharisees then said to one another, "You see that you can do nothing; look, the world has gone after him."

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This passage of scripture is very interesting because of the apparent conflicting nature of history it describes.

In the previous chapter, Jesus performed his greatest miracle in the raising of a man who had been dead four days! This miracle astounded the people who observed it to say the least. This miracle, like all of Jesus' miracles was the basis for his teaching the people of that day (and the world through the Bible) about God's kingdom and His plan for the salvation of mankind.

The raising of Lazarus from the dead was symbolic of the life after death that all people can have if they believe that Jesus died for their sins. This resurrection from the dead which Jesus himself experienced is available to all who follow his teachings, not in a literal sense of coming back to life in our current physical bodies, but in a spiritual sense of life in heaven for eternity.

Jesus performed this miracle without any hocus pocus. He just prayed to God his father and said "Lazarus come forth." Isn't it amazing - just the speaking of those words and what we think of as the unbreakable laws of nature were broken and a very dead man came back to life and walked out of his tomb. The book of Genesis in the Bible describes how the earth and universe were created by God in the same fashion - "And God said, 'Let there be light'; and there was light."

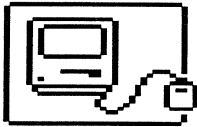
The power of the spoken word, with the faith of God behind it has no limits. I don't think it is any coincidence that only humans have the ability to speak using a full language. I read recently about the lack of progress a group of scientists had in trying to teach chimpanzees to talk. Evidently, the scientists theory was that the chimps had the intelligence and physical makeup to talk but that for some reason they could not. I propose that there is a very good reason for this - God only gave humans the ability to talk because of the inherent power in words and because this is one of the traits of God and the Bible says that **God created man in His image**. Obviously, all humans don't have the faith behind their words to cause the dead to rise but if you think about, words are very powerful and can have very positive or very negative impacts on other people. Harsh words can be more devastating than almost anything else. Also, positive words can lift a person up and make a bad day a good one. Yes, words are very powerful and we should remember that in all our dealings with others.

The facts related starting in verse 47 tell how the religious leaders reacted to the miracle of the raising of Lazarus from the dead. They were very upset and angry because they were afraid that this miracle would result in the masses believing in Jesus, following his teachings and undermining their place as religious leaders! Isn't it amazing how there was no joy for the fact that a dead man was alive again, only concern for their jobs! Oh well, human nature is very selfish isn't it?

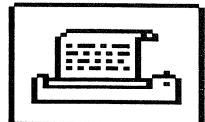
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**N.I.A.D. PROCEDURES**



⇒ N.I.A.D. is published monthly, except for the months of May / June and July / August, which are combined issues by the Northern Illiana ADAM User's Group. Individual issues may be purchased for the current month or a backissue for \$3.00 (always check Product List for current pricing). The December issue of N.I.A.D. is the 83<sup>rd</sup> issue published by N.I.A.D., there are 82 preceding issues. When ordering backissues, please specify the number of the issue, month and year.

⇒ The standard membership rate for 10 issues is **\$22.00 USA First Class** and **\$26.00 Canadian First Class** and **it's possessions**. Contact us for membership rates outside of these areas.

⇒ N.I.A.D. welcomes contributions of original reviews, programs, articles, questions, suggestions and comments. Please include a SASE (Self-Addressed-Stamped-Envelope) if you want a written reply. Also, any contribution sent in on DDP or DISK will be eligible to receive a Public Domain program or volume in return at no charge!

⇒ Your N.I.A.D. member ID number is on the first line of your mailing label (affixed to the newsletter). The first four digits are the month and year of the final issue in your current membership. Please check this number each month to insure that issues are not missed.

⇒ N.I.A.D. will not be held liable for any issues missed due to an address change which we are not informed of. Please send this information to us as soon as possible so as not to cause any type of difficulties. Also, include your member ID number.

⇒ N.I.A.D. accepts advertising for ADAM related products and services. Cost is \$35 for a half page ad and \$60 for a full page ad for one month. Contact us for multi-issue discounts. Well over a thousand ADAM owners receive our newsletter each month and many more get to see it second hand. You may send in your ad in either SmartWRITER, SpeedyWRITE, PowerPAINT, PrintWORKS, other ADAM formats, IBM ASCII or IBM PUBLISH IT! DTP format files or even supply us with a high quality print out for reproduction in the newsletter. N.I.A.D. reserves the right to not advertise certain products or services which may be offered.

⇒ If **1291** are the first four digits in your member number, this is the last issue you will receive in your current membership, It is time to renew your membership to insure that you do not miss an issue.

⇒ N.I.A.D. welcomes software developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to test and to review in the newsletter. N.I.A.D. offers a 50 / 50 split of the sale price on all items that we handle distribution of for all developers. You will find that this is one of the best offers around in the ADAM community. We will also publish a review on the product as soon as possible and handle distribution of demo copies.

⇒ Our Chicago Local Chapter Meetings are a great way to learn more about our beloved ADAM systems. You have the opportunity to meet fellow ADAM owners, ask us questions, see live demonstrations of hardware and software and also purchase products. We meet in our store, CompuKINGDOM, the third Tuesday of each month at **7:30 PM**. If you need directions on how to get here, just give us a call during standard business hours.

The meetings which will be held throughout the year will fall on the following dates (remember that there are no meetings scheduled for the months of June, July and August):

**CompuKINGDOM / N.I.A.D.**  
 6458 COLLEGE RD.  
 LISLE, IL. 60532  
 (708) 961-5011

**PLEASE CALL TO CONFIRM DATES**

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(Continued from front page)

The high priest came up with the idea to kill Jesus as the only way to preserve their system and jobs. They were even going to put Lazarus to death (again)! If this doesn't display the evil nature of man I don't know what does. Note that the high priest, without realizing it, stated the main purpose for Jesus' ministry - that he might die so that all would have the chance to live, i.e. **eternal life through Jesus' sacrifice on the cross.**

Won't you take this story to heart and recognize that Jesus came and died to give you the opportunity to have eternal life. Ask forgiveness for your sins and accept Jesus as your personal saviour today to receive the gift of eternal life.  
God bless you all.

Well, the Holidays are over and its back to the grindstone!!

I love Christmas and enjoy what it represents and the opportunity to be with family and friends, but all good things have to come to and end. The decorations and trees have to come down, be boxed and go back in the attic so we can do it all over again next year! Christmas is great, but it is sort of nice that it only comes once a year and we have a whole year to recover and anticipate the next Christmas!

**I hope you all had a joyous Holiday and wish you the best in 1992.**

In looking through this issue of the N.I.A.D. Newsletter, I don't think any of you will not find several things of interest. We have news on new software and hardware products, articles on how to use SMARTBasic, Logo and Graphics programs. There is an excellent graphics primer by Pat Herrington that you will find interesting and informative.

I also want to call your attention to the ADAM WISH LIST column on page 4. It is very important for all of us to let our software and hardware developers know what kinds of new products we are interested in. If we don't tell them what we are most interested in or need, then we can't expect them to develop the "right" products. I have heard alot of comments like "Utilities are nice, but what I really would like for my ADAM is XXXX". Please take the 5 minutes it would take to jot down your top 5 "wish list" items and send them either to Guy Cousineau at the address listed or to us here at N.I.A.D. We really want to help insure that you get those products you truly need / want the most.

I can't believe that this is our 83rd newsletter! I think about the number of hours that have gone into producing 83 issues - wow, all I can say is it's lots!!

The ADAM community continues to thrive after all these years thanks to you ADAMites and the many ADAM supporters out there who have given their personal time to help other ADAMites in many different ways.

ADAM has only continued to prosper because of the network of software and hardware developers / repairmen, user groups, newsletters and contributors of various types of services. This must continue for ADAM to continue. These individuals and groups need feedback, recognition and sales in various degrees to motivate them to continue just as you ADAMites need quality products and services to continue using your ADAMs. Hence, this is a cooperative venture where everyone needs everyone else.

**COOPERATION IS THE KEY!!**

Hello, once again, ADAMites! I hope this December issue finds you in good health and spirits after the Holiday's. I now this issue is a little late in getting into your hands, but I just had such a busy Christmas and New Years that I was unable to devote the time needed to work on it's publication. Not a good way to end the year but at least this gives me a fresh start for the new year to attempt to catch up. I fully expect to have the January issue completed and in the mail by the beginning of the last week of January with the help of article contributions by Guy Cousineau, Doug Rosenvinge, Pat Herrington, Ron Mitchell and others which lessens the burden so that I may spend more time on reviewing the many new products which have and are still being released by ADAM software and hardware developers. Also, in the next issue watch for further details on the developments of ADAMCON IV.

As I sit back and take a break for a moment, I have come to the realization that the ADAM Computer has survived another calendar year in good health (something that some were saying wasn't possible). Many have come into our retail store, CompuKINGDOM, and seen the ADAM Computer setup with all it's accessories and stood there in amazement that something so old and so long ago orphaned could still have the tremendous support channels and backing that it does. Especially when a lot of these people own old 8-bit Apple, Atari, and Commodore computers which seem to have little or no support available for them even though there are millions of these units out there. It seems like these computer companies have nothing better to do than to develop more powerful computers every couple years and expect the consumer to discard there old systems for the new ones. This has been a terrible oversight made by many companies which has led to their downfalls in the computer industry. It all comes back to that saying, "SURVIVAL OF THE FITTEST", and in my book and many others across North America, the ADAM is the fittest!

In this issue, we have a tremendous amount of information pertaining to new software and hardware titles which have become available listed in the "NEWS AND UPDATES" section. Guy Cousineau has started a new series of articles entitled "ADAM WISH LIST" that dwells on the subject of what type of software and hardware ADAMites are looking for. We hope to get a lot of response from our members concerning this article on what type of products you would like to see developed so that we may pass this information onto the software and hardware developers. We have the final chapter of the "SO FAR" series by Ron Collins. This series has been a splendid trip down memory lane as well as a refresher for myself as I am sure many others who have read them. For owners of IBM Clip-Art for ADAM by the Maine ADAM Library, we have a patch listed which was developed by Bob Sebelist that will customize PowerPAINT and allow it to load the Bob's IBM clips directly into it. Alan Neeley has supplied us with a press release detailing his newest hardware release, The ADAM Home Automation Package. In the workshops, Pat Herrington has supplied us with her "OH, YES, YOU CAN!!" series which deals with the many features, functions and capabilities of the PowerPAINT program, we have the fourth chapter in the "EXPLORING SmartBASIC" series by Guy Cousineau as well as the first in a series by Ron Mitchell covering SmartLOGO programming titled "THE LOGO NOTEBOOK". Last but not least, there are reviews of four new programs which are now available: Tax Helper 1991, IBM Clip-Art for ADAM, Appointment Book and Glory B!. You will also notice that I have shortened the Product List by one page (was previously 4 pages, now it is 3) in order to supply you with even more articles and or reviews in each and every issue. Since the newsletter is always a set number of pages, I had to find some way in order to squeeze in another page. If you need descriptions of certain products, please refer to the November issue, the July / August catalog our give us a call.

**Til' the next issue, "KEEP ON ADAMing!!"**

# N.I.A.D. NEWS & UPDATES

⇒ **FILE MANAGER V3.1** has been released by Tony Morehen of AJM Software. This is the much anticipated update to the very popular V2.0 which was released back in 1988. Many enhancements are said to have been made in this new version such as support for the new Micro Innovations 3 1/2" 1.44 Meg ADAMnet Floppy Disk Drive, a status check for media blocks, permit multiple copies in one media read from a 256K or larger memory expander, further improvements on the V2.0 screen setup and displays as well as a number of bugs corrected. ADAM'S HOUSE has secured exclusive rights to distribute V3.1 and further news of the new features and a review will be made available soon. Retail price is only \$19.95 and an upgrade is available directly through ADAM'S HOUSE for only \$10 with proof of purchase.

⇒ **TAX HELPER 1991** has been released by Gary Hoosier of Hoosier Software. This is the most advanced tax preparation program available for the ADAM and will aid tremendously in preparing tax returns for this past year. A registration form is supplied for FREE updates if changes or enhancements are made. Retail price is only \$19.95 and an upgrade is available directly through ADAM'S HOUSE for owners of the 1990 version for only \$10 with proof of purchase. Registered owners will receive free updates if revisions are made.

⇒ **INVOICER V3.1** has been released by Terry Fowler of ADAM'S HOUSE. Invoicer is the all in one inventory control and invoice processing software package that has been a popular title amongst ADAMites who run businesses. Several bugs have been corrected and the major enhancements of V3.1 are new customer file handling and support and now customer information can be edited, searched, saved to different files or media, and printed in list or label format. Watch for a review of this newest version in an upcoming issue. Retail price is only \$19.95 and an upgrade is available directly through ADAM'S HOUSE for owners of earlier versions for only \$10 with proof of purchase. Registered owners will receive free updates if revisions are made.

⇒ **E.O.S. PROGRAMMING KIT** has been released by Jim Walters of Walters Software Co. This kit is intended to help ADAM programmers get started in using E.O.S. (the operating system built into ADAM). Routines for SmartKEYs, file cards, key sounds, plotting, fill, manual with sample program, routine examples, E.O.S. setup, file loading routine and many more are included. Retail price is only \$29.95.

⇒ **DECIMAL DISASSEMBLER** has been released by Jim Walters of Walters Software Co. Decimal Disassembler will disassemble Z80 programs in easy to read decimal code. Choices include the ability to disassemble from memory or a media. Options include offset, printer device, data print type, and much more. Also a manual disassembly is available that lets one start a disassembly where you want in memory or from a media. Retail price is only \$19.95.

⇒ **SMARTWRITER ELITE** has been released by Jim Walters of Walters Software Co. SmartWRITER ELITE is a major enhancement for the SmartWRITER Word Processor that is built into each and every ADAM. Enhancements allow for the use of disk drive #2, a ramdisk, 9 or 24 pin dot matrix printers with the ability to use embedded printer codes to change type styles, ability to change drive and printer options while using the SmartWRITER program, the one and one half line spacing bug has been fixed, and much more. Also a patch program is included to allow the user to customize the embedded printer codes themselves. Watch for a review in an upcoming issue. Retail price is only \$34.95 on cartridge or \$19.95 on disk / data pack.

⇒ **PAL** (Personal Appointment Lister) has been released by Bruce Walters of Hexace Software. This program is for the busy individual to leave notes in, so they can plan an equally busy schedule on a day to

day, month to month, and even year to year basis. Examples of some uses would be to enter in all birthdays, anniversaries, holidays, business appointments, personal appointments, etc. This is the perfect utility for those who tend to be forgetful. Watch for a review in an upcoming issue. Retail price is only \$10.00.

⇒ **MEMDISK FOR SMARTLOGO** has been released by Bruce Walters of Hexace Software. This is a ramdisk utility which allows SmartLOGO owners to setup a ramdisk to be used within SmartLOGO permitting a memory expander is owned. Retail price is only \$10.00.

⇒ **6801 DISASSEMBLER** and **Z80 DISASSEMBLER** have been released by Bruce Walters of Hexace Software. 6801 is used to disassemble language used in the 6801 master, 6801 printer processor, 6801 keyboard processor, 6801 tape drive processor and the EPROMS used in the ADAM disk drives. You can disassemble to the screen, ADAM printer, dot matrix printer, ramdisk or any disk drive or tape drive. You may also set up data areas to be left out, dumped, or listed individually. The code may come from anywhere in memory or from anywhere in the ramdisk, disk drive or tape drive. Z80 is used to disassemble language used by the main processor in the ADAM Computer. It is set up and does everything the same way as the 6801 listed above. Retail price is only \$10.00 for each.

⇒ **EDIX** has been released by Bruce Walters of Hexace Software. This program is an editor for machine code, text, fonts, both sizes of sprites, clip-art and can also be used to modify directories, boot blocks, programs and anything else imaginable. Many features abound in this program that would take countless hours to list out. Watch for a review in an upcoming issue. Retail price is only \$10.00.

⇒ **IBM<sup>(tm)</sup> CLIP-ART FOR ADAM** has been released by Bob Sebelist of the Maine ADAM Library. This is a combination utility and graphics package which is reviewed in this issue. The purchase of the IBM<sup>(tm)</sup> CLIP-ART FOR ADAM at \$14.95 gives the purchaser the first two volumes, which are available from N.I.A.D., and contain 175 clip-art files. But Vol. 3 through Vol. 29 are available directly through Bob for only \$2.00 each plus shipping expenses. Each of these additional volumes contains over 110 clip-art pictures that were converted over from IBM format. The catch is that you have to own Vol. 1 in order to convert the other volumes before being able to use on the ADAM. For a good look at the quality of the clip-art supplied, read the review and see the printout of some of the clips on Volumes 1 and 2.

⇒ **BIRTHDAYS & ANNIVERSARIES** has been released by Bob Sebelist of the Maine ADAM Library. This is a specialized database program which allows the user create monthly listings of birthdays, anniversaries and other special dates which need to be remembered. The program is fully SmartKEY driven and makes use of some very charming graphics screens. Watch for a review in an upcoming issue. Retail price is only \$12.95.

⇒ **HLM - GMK HARDWARE & SOFTWARE CO.** now has available the PowerPAINT Hard Drive Patch. This is the long awaited patch by Richard Drushel which allows PowerPAINT to be installed and booted from any hard drive system available (Mini Wini Hard Drive or PowerMATE Hard Drive). For further information on receiving this patch contact: Herman Mason - 8912 Blaine Ave. - Cleveland, OH 44106 - Days: (216) 851-3347, Nights: (216) 231-8813, BBS: (216) 791-4022.

⇒ **WALTERS SOFTWARE CO.** has updated a number of their programs: The PrintWorks, The LabelWorks and Clip-Art Viewer, with enhanced printer support for 24 pin dot matrix printers. SmartDSK I has been upgraded to fix the one and one half line feed bug. All upgrades

are free, all you pay for is the shipping and handling (\$5.00 for each). The SmartMATE Cartridge has been upgraded to allow the user to change volumes and drives while using software programs on the PowerMATE Hard Drive, upgrade is available for \$10 total. All upgrades are to be made directly through Walters Software Co.

⇒ **DRAGON MASTER** is a new role playing adventure game in development by Scott Gordon (son of Mark Gordon of Micro Innovations). Dragon Master is said to make heavy use of detailed graphics to present the game and it will require multiple disks or tapes. No further details have been received on the completion or release of this new adventure game except that it should be available soon. Watch for further details, this one sounds great!

⇒ **REVIEWS** of COPX and SmartWRITER'S HELPER, both Hexace Software programs, both contained slight oversights. COPX will make use of a memory expander when copying to store the entire contents of the source if the memory expander is large enough. Therefore, if you are making multiple copies of the same source media, every copy after the first will not require the source media to read from but will copy from the memory expander to the destination media. This increases the reading time dramatically. SmartWRITER'S HELPER does not interfere with the Super and Subscript features built into the SmartWRITER Word Processor as listed in the review.

⇒ **MICRO INNOVATIONS' 3 1/2" 1.44 MEG ADAMnet Floppy Disk Drive** has been available for over a month now as was mentioned in the November issue. What was not mentioned is that File Manager V3.1 is included with the drive. No further news has been received on the PowerMATE or ADAMnet LC Hard Drives except that some problems arose with the Hard Drives which were to be used and this has further delayed their release. A small problem has arisen with the M.I. 256K Memory Expander. Due to the way it was designed, the ADAM will not recognize that it is installed as some ADAMCALC and BACKUP+ 3.0 owners have found out. To fix this problem, all that is needed to be done first is to load a program other than the one's mentioned which require or use a memory expander (ie: File Manager, PowerPAINT, Walters Software programs, etc.). Other planned hardware products which M.I. has previously discussed are on hold for the mean time.

⇒ **HLM - GMK HARDWARE & SOFTWARE CO.** has obtained the rights to make available once again a number of John Lingrel's Orphanware hardware products. The hardware products which are once again available include: Serial Board, RS-232 Serial Cable for modems or terminals, 60-pin Side Port Bus Cable, 80 Column Video Unit, as well as the Mini Wini Hard Drive (which they have previously been supplying) in different configurations. For further information and pricing, contact Herman Mason at the number listed previously.

⇒ **OASIVE PENSIVE ABACUTORS** has released no further word on the availability of the ADAM Image Maker Video Board. Last word which was received through them was that the hardware had been completely finished but that the required software was still lagging behind. One ADAM vendor has requested his money back for a pre-order which was placed and after a number of months has yet to receive his refund so it may be wise to await word from us or any other reputable ADAM vendor before sending in any payments for this product.

⇒ **ADAMLINK OF UTAH** has released The ADAM Home Automation Package. The software allows one to use their ADAM to program an X-10 Control Interface that plugs into a Serial Interface which in turn can be used to control all types of electrical devices in the house such as lights, alarms systems, coffee makers, etc. Once the X-10 is programmed, the ADAM can be turned off and the X-10 will perform all the tasks which it was programmed to do. Check out the press release for further details and pricing on this product.

⇒ **E & T SOFTWARE** has informed us that they have available in quantity Parallel Printer Interfaces and MegaRAM Memory Expanders at extremely low prices. All boards are fully tested and guaranteed. If you are interested, contact Ed Jenkins at (214) 349-7859.

## ADAM WISH LIST

by Guy Cousineau / A.N.N.

As some of you may be aware, I am now on the ADAM News Network staff as Special Projects Coordinator. Some of you may wonder what that entails; frankly, so do I. One of my objectives is a direct result of ADAMCON 03 where I made a plea for a WISH LIST. If there are any other special projects which need officiating, I am sure no project is too great. Following is a second pitch for the wish list; I would appreciate it if it could be given the widest circulation possible...

The ADAM Computer has been orphaned for quite some time; it did not die! That is a credit to user's groups, devoted ADAMites, and third party suppliers for hardware and software. I firmly believe that ADAM's long term survival depends on greater cooperation between the users and the developers. Often, the hardware / software developer guesses at what might sell. Some items sell and others do not. The ADAM market is fairly limited and despite all good intentions, it is shrinking. The suppliers can no longer afford to market unsalable items.

It is therefore up to you, the customer, to tell the developers what you want. What hardware or software do you need for your ADAM. Make up your wish list, but not a frivolous one. What would you buy if it was out there? Do you want or need:

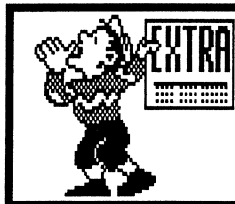
VGA compatibility for the ADAM? More documentation and on what topic? SmartBASIC enhancements such as: Print Using, 80 column compatibility, easier sprite animation, better use of expansion RAM or a BASIC compiler? Something like SmartFILER that works? More sound oriented software? An ADAMCalc that handles bigger sheets and that prints in landscape format? More graphic software? More graphics games? A SmartWRITER that handles two disk drives? More functions for SpeedyWRITE?

Once you have made-up your wish list, ask yourself if you would be interested in participating in the development of such software. Please indicate your interests and abilities on your list. You may think that you don't have a lot to offer -- think again! In 1985, I knew nothing at all about machine language programming. Just a couple of years later and I was writing complex machine language routines for SmartBASIC, developing self-booting software and writing parts of the TDOS Operating System.

ADAM's survival depends on supplying the support and development for those items of interest which will keep ADAMites USING their computer. Once the user's interest diminishes, the game is lost. Go back over your wish list and try to include the wishes of others, particularly those marginal users who are about to fall off the fence (on the wrong side). Think of the gripes and complaints you have heard and translate them into a positive and meaningful request.

Once we have our wish list, what do we do with it? If you belong to a user's group, pass it to them. If you don't, you can send your list to the ADAM News Network or to me directly. One way or another, I hope my mailbox gets filled with hundreds of requests for new / improved software and hardware for the ADAM. I will compile the requests and try to put them in some semblance of order and priority based on the popularity of a request. In cases where the requested software already exists -- you might get a few surprises there -- we will pass that information along to the requestor. Where the rest of the wish list goes from there depends on the level of support we can get for the development of the software in question. I am confident that the developers will be happy to go out of their way to please you.

Guy Cousineau / ANN Special Projects Coordinator  
1059 Hindley Street  
Ottawa, Ontario, Canada K2B 5L9  
OTTAWA RCPM: (613) 952-2289



# SO FAR

Part V & VI of VI

An Essay on ADD-ONS for the Coleco ADAM Computer

by Ron Collins of the N.O.A.H.

**EDITOR'S NOTE:** These are the final chapters of the "SO FAR" series written by Ron Collins of the Akron A.U.G. / N.O.A.H. which originally appeared in the "ADAMLink of Utah Newsletter".

## Part V Putting It To Use

In all the this time, many vendors such as ELLIAM Associates and WESTICO, began converting CP/M software to ADAM disk format. Even though much of the software written for CP/M will work on ANY computer that can use CP/M, a stumbling block was getting software onto ADAM compatible disks.

Those vendors who DID convert commercial and large amounts of public domain software over to our disk or data pack format have provided an invaluable service to us by giving us access to some of the best software ever written for home computers. What such vendors rarely did, however, was to patch those programs for use on our particular screen display. It was even worse, for most ADAM owners, to get new programs configured for use on an ADAM equipped with an 80 column video unit.

It was such dedicated ADAM owners as Sharon McFarlane, Dave Starr, Tim Nunes and Rob Friedman who first began converting software to match our screen codes. I later did a bit of this myself, and offered it as an inexpensive service of Orphanware. Again, the goal was to put the best software into the hands of ADAM owners where it could be used. We considered WordSTAR 4.0 to be the best word processing program for any Z80 based computer. Because of this, John and I decided to offer this fine program pre-installed to buyers of the product. Buying in large quantities, direct from the publishers, Orphanware was able to pass along more than \$100 in savings to interested users.

Orphanware's next venture was to setup a long awaited hard disk interface on an ADAM. Running a public Bulletin Board System with vast amounts of PD software free for the price of a phone call had grown to be quite a challenge. John wanted to be able to offer much more than many other BBS's had been able to.

By adapting an existing interface, the Mini-Winnie, suggested by Glen Smith of California for ADAM use, John managed to solve this challenge. Tony Morehen was again called upon to create software that would let ADAM run this new hardware add-on. His work was so successful that the ADAM computer could now support an 80 megabyte hard drive! Owners were able to run both EOS and CP/M from the same device! This was to set many of us on a quest to patch more and more original Coleco and third party EOS software to work with the hard drive. Charlie Perry's work outpaced everyone in it's scope and quantity. Two or three times a week Charlie would log onto the BBS and upload his latest patches. To him go my thanks and gratitude for making all the old software new again.

Due to various personal and professional reasons, Big John and Orphanware had to pass off the ADAM scene. His leaving would be keenly felt for some time, but his inspiration would continue to support us all. Today, John only does an occasional disk drive repair or upgrade. He doesn't have much time for it, but he still likes to keep involved with the ADAM.

During the last few years of Orphanware dominance, several long term vendors began to offer new hardware as well. The best known was TRISYD VIDEO, ran by Syd Carter. Syd designed the only commercially released internal 1200 baud modem for the ADAM.

An innovator from the beginning, Syd patched software popular for the 300 baud modems and even for the external modems to work with the new Sydmodem. Next he produced an inexpensive device that would connect between your second digital data drive and the ADAM. This device, called the MEGA-COPY device, would allow ADAM owners to finally format an ordinary audio cassette into a digital data pack. Just run the special software and you would soon have a perfect digital data pack. Recently, Syd has even found a way to produce 304K ddp's!

Constantly looking for new ideas, TRISYD soon came up with a slick little device that would stop your SmartWRITER from making it's nice loud CLICK whenever you pulled the RESET. This also put an end to having your form feed paper scroll unused from the top of your printer! What could be left? At the worlds first national ADAM conference in Orlando, Florida, Syd decided to demo his latest projects. This convention, known to us all as ADAMCON 01, would showcase two brand new items from Trisyd Video. The first was a clock for automatic time and date stamping of EOS and CP/M files. The system was a combination of the NO-SLOT-CLOCK(tm) and Syd's own software. Just plug in the clock chip, run the software and you have time and date stamping. It's THAT easy (easy if you don't mind opening up your ADAM CPU to install it!)

Next demonstrated was Syd's "DYNAMITE AUDIO SOUND DIGITIZER." This device, built into a game cartridge, allows one to capture ANY sound to a disk or data pack file. Creating new software with REAL voices or background music will soon become a standard. The digitizer is even offered with the NO-SLOT-CLOCK chip inside so you won't have to "operate" on your computer. I'll be keeping an eye on Trisyd Video in the coming months. Who knows WHAT Syd will come up with next!

Trisyd wasn't the only firm making new hardware at this time. E&T Software, run by Ed Jenkins, began to market their own brand of disk drive upgrades, printer interfaces, and digital data packs. Ed also began to market something new... a memory expander that would support up to one full megabyte of storage! Using SIPP's, a plug in module that would add 256K in each unit, the MegaRAM board would make it possible for ADAM owners to build up their ADAM's capacity as money became available by simply plugging in another module. I think it's a very useful device for heavy CP/M users. A 1 megabyte RAMDISK is nothing to laugh at! It is also extremely valuable for use as a copy buffer when duplicating 720K disks under any of the copy programs that support this kind of expanded memory. Quickcopy and File Manager each take advantage of this extra memory. Just think about making only one disk swap to backup your 720's!

All of these products were being carried by ADAM's HOUSE and N.I.A.D. as well as E&T, so the distribution possibilities were great. Larry's Software in California, ADAMLink of Utah (run by Alan Neeley), and many others who carried ADAM software and hardware also helped make these new products accessible. In fact, over the years, Alan has built a solid reputation of helping ADAM owners find the best deal on new hardware and software products. Thanks to all of these ADAM owners who went on to provide unexcelled user support to other ADAM owners.

## Part VI On The Horizon!

Another new hardware device was demonstrated at the first national ADAM convention... the PowerMATE expansion device. The PowerMATE comes in a variety of configurations. Mark Gordon, the designer and also owner / operator of Micro Innovations, has done an

outstanding job of consolidating the most sought after new hardware add-ons into one compact enclosure.

While the rest of us were content with adding new devices one at a time, sometimes even cutting into our ADAM to make things fit, Mark was hard at work designing. What he came up with is a unit we had long given up hope of ever seeing on our ADAM computer: The PowerMATE! This self-contained unit can hold your choice of up to 4 disk drives. Up to two of these disk drives can be hard disk drives which you can use with about 90% of your current software (thanks to work done on behalf of the Mini-Winnie unit).

The PowerMATE, which also contains two serial ports and a dot matrix printer interface comes with special software to let it connect to just about any external modem and / or dumb terminal. Thanks to it's dual serial port, 80 column video is as close as your best deal on a dumb terminal!

Probably the best thing about this unit is that with it, you can add a hard drive to your ADAM without ANY knowledge of electronics, etc. You do NOT have to cut open your ADAM to install the interface. All you do is pop the top plate off of your CPU and simply plug in one PC board into the middle expansion slot (the one we now use for a PIA2 printer interface). Next, you connect the cables to the PC board and plug them into the other devices you might have... printer, modem, hard drive, etc. It's that easy! All software and cables are included with the unit. For all of the hardware you will be getting, the Micro Innovations PowerMATE is an extremely good investment.

At the time of this writing, the PowerMATE was selling in your choice of 1 or two 10, 20, 30 or 40 meg hard drives and can also be supplied with the 360K and / or 720K floppy drives! These hard drives can't be used as boot devices, but they will store and load ADAM software at IBM speeds! Prices were last listed in the range of \$399 to \$699, depending upon your desired configuration.

Another long awaited product for the ADAM is about to be released from a long standing ADAM user and musician. Chris Braymen, whom I met at ADAMCON 01, has waited long enough for this device... and seeing it not... he INVENTED one for our system! Chris has modified an Orphanware RS-232 serial port into a MIDI Interface. With the MIDI Interface installed on your ADAM and using Chris' special software, you will soon be able to plug your ADAM into a MIDI compatible electronic keyboard and play your favorite VideoTunes songs on it in stereo with multiple voices and in different instrument emulations!

We've all heard those wonderful keyboards in action. You press one key, and every time you press a piano-like key, it sounds like a pipe organ or a trumpet or even a tidal wave! To hear the simple three voiced VideoTunes songs come out of this thing via the MIDI in up to 16 voices and tempos is unbelievable! You can even play a song on your keyboard and store it as a sound file on disk or data pack! The potential of this unit for those of us who LOVE music is incalculable! If you ever have a chance to hear one of these interfaces in action, don't miss it!

Last but, by no means last, this "just over the horizon" product will truly push the ADAM into the next decade if you are a strong graphics supporter! What I'm talking about is the long anticipated A.I.M. (ADAM Image Maker) board from a group in Canada and it's developer, Gary Bowser. The last news I've heard on the device was that it is almost ready for release. I could go into detail about all the capabilities, but I really don't know how many of them will be incorporated into the ADAM version.

This board is a graphics adaptor board with color graphics spectrum and resolution capabilities to rival a MAC! Similar units are already in use on the Texas Instruments 4A which uses a 16-bit processor. I've been told the processor of choice for the graphics chip is a standard Z80 such as the one inside every ADAM ever made! This chip will be placed on a special board which will plug into the ADAM in some

manner where it can access the Z80 for all graphics functions. Once installed, the user will have a 192K Video Display RAM and various buffers, etc. to allow advanced capabilities of the chip to be used.

The A.I.M. will be supplied with a three button mouse with a smoothness MAC owners will envy! You can connect a very high resolution monitor directly up to the unit, plug a video source into it (for digitizing, etc.) and still use ALL of your current ADAM software without any changes. The new graphics chip will recognize all the commands of our current chip. It also has special commands it can use that will make things like GIF picture support a reality! Programs directed by special programming to use these features will soon surpass even the AMIGA quality of graphics resolution! Keep your eyes and ears tuned for anything new on this unit.

I hope you have enjoyed this series of hardware history as much as I've enjoyed writing it.

## A Final Wrap-Up On "SO FAR" by Jim Notini

Over the last year to year-and-a-half, many changes in product availability have transpired, others have remained readily available and still yet others have yet to be released for purchase.

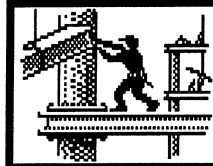
The Orphanware Mini-Winnie Hard Disk Drive interface and Serial Interface became almost impossible to get a hold of before Herman Mason and George Koczwar struck a deal in which they were able to take over the production and distribution of the designs (Herman and George are also in the process of organizing the fourth annual ADAMCON Convention in Cleveland).

Tri-Syd Video has stopped production of all their ADAM related products: Dynamite Sound Digitizer, No-Slot-Clock and Mega-Copy amongst others; and closed their doors due to an ever increasing involvement in the IBM Compatible market. All of their products are very scarce, if you can find them at all, with the likelihood that these products will never become available ever again.

E & T Software has gone through some changes and were thought to have left the ADAM Community for good but they still have available Parallel Printer interfaces, Addressor Cards, 64K Memory Expanders as well as their innovative MegaRAM Memory Expander at extremely low prices. How long these products will remain to be available is to be seen but after recent talks with E & T it seems like there will be ample supplies for the near future.

Micro innovations has been the busiest hardware developer since the middle of 1989 and they have taken up the majority of the slack left by those hardware developers who closed shop. In a little over two years, M.I. has developed and released the PowerMATE Hard Disk Drive (which was originally available in 2 or 4 drive configurations); the M.I.B. 2 which supplies two serial ports, one parallel port and addressor; a complete line of ADAMnet Floppy Disk Drives ranging from 5 1/4" 320K to 3 1/2" 720K and the just recently released 3 1/2" 1.44Mb which filled the void left by the inavailability of the original Coleco disk drives; a new line of memory expanders ranging from 64K to 256K with the possibility of a 1Mb and a 4Mb Memory Expander being released some time next year; and a new Parallel Printer Interface which is fully compatible with the latest 24-pin dot matrix printers as well as the very popular ink jet and laser printers. Some products which are on the horizon include the single hard disk drive version of the PowerMATE which will replace the older PowerMATE setups; an ADAMnet Hard Disk Drive similar to the PowerMATE but 100% compatible with all ADAM software, and a Dual Serial Interface. Micro Innovations is definitely the hardware developer of the '90's for the ADAM Computer.

Oasive Pensive Abacutors' ADAM Image Maker has yet to see the light of day due to a lag in software development, but this is also one product which everyone should keep an eye out for!



# EXCITING NEWS FOR OWNERS OF "IBM(tm) CLIP-ART FOR ADAM"!! by Bob Sebelist / Maine ADAM Library

**EDITOR'S NOTE:** For a full review of "IBM(tm) CLIP-ART FOR ADAM", by Maine ADAM Library see this months Product Reviews section which contains my review.

Now a new patch for PowerPAINT has been completed and is included with this notice. With this patch you have faster printing, faster loading and ALL the other advantages that come with using PowerPAINT!!

Further on in this notice you will find the blocks and information that must be inserted into the PowerPAINT media blocks in order to make this patch. If you feel that you cannot do this, you can send a copy of your PowerPAINT program to me, Bob Sebelist, with \$3.00 and I will insert the patch for you (ED. You may send your PowerPAINT backup to N.I.A.D. also along with \$3.00 for the patched version)

**MAINE ADAM LIBRARY**  
c/o Bob Sebelist  
P.O. Box 85  
Waterford, ME 04088

This patch will load your clip-art just as though it were a picture file. It comes directly onto your workspace. As a picture file it also blanks the screen before loading. SO, be very careful NOT to load it onto a screen you have already done work in. Load it into a lower screen and use the Move / Copy sequence to relocate it to whichever screen it is to be used in. This patch DOES NOT load unconverted IBM(tm) source clip-art. It is meant to load ONLY those clips provided with the "IBM(tm) Clip-Art for ADAM" program. The normal RLE loading functions have been altered, so as to provide space for this loading routine. You will NOT be able to load a regular RLE while using this patched version of PowerPAINT. NO OTHER PowerPAINT FUNCTIONS HAVE BEEN CHANGED.

Now, for what must be done to patch your backup copy of PowerPAINT.

Using File Manager or another such editor program, place your copy of PowerPAINT in your work drive and go to **Block 27 - Sector 1** and then 2. insert that language which is in bold print as well as underlined in the printout example. Two bytes in Block 27 - Sector 2 to note: the first is "1E" and this is the Background Color Byte; the second is "01" and this is the Foreground Color Byte. If you wish to change the screen loading colors for this patch just insert the proper HEX-DEC code in either of the specified places. After you have completed changing the codes in Block 27 - Sectors 1 and 2, move onto **Block 28 - Sector 7**. You will find only "0" (zeros) in the place where you will insert the provided codes. Be sure you are starting at the proper point. Double check your work after you have finished with Block 28 after which you can move onto **Block 37 - Sector 4**. Here you will over-write the code that is present. This doesn't have to be done, but only serves as a reminder on screen during the loading sequence that you are using the patched version of PowerPAINT. That's it!

Follow the examples provided and you should have a successful patch. Enjoy and by all means only perform this editing job on a backup copy of PowerPAINT! Remember also that this PATCH only works with "IBM(tm) Clip-Art for ADAM" picture files / clip-art.

## PowerPAINT PATCH FOR LOADING "IBM(TM) CLIP-ART FOR ADAM" PICTURE FILES

### SECTOR DUMP

ADDR	BLOCK #:	27	SECTOR #:	1
00	28	15 3A 83 FF C6 03 47 CD 64 3A 7B C6 05 5F 21		
10	00	BC 06 01 CD 38 5B C3 5E 2E CD AF 58 3A FA FF		
20	21	A0 FD CD CC FC 28 06 21 05 4D C3 F6 2E ED 5B		
30	AD	FD 13 ED 53 AD FD 1B 01 00 00 21 00 A8 3A FA		
40	FF	CD F3 FC 28 06 21 05 4D C3 F6 2E 21 00 A8 7C		
50	FE	AC 20 06 21 E7 4E C3 F6 2E 7E FE 47 28 03 23		
60	18	ED 23 7C FE AC 20 06 21 E7 4E C3 F6 2E 7E FE		
70	<u>AD</u>	28 03 23 18 ED 23 22 00 DC CD BB 51 3A EC FF		

### SECTOR DUMP

ADDR	BLOCK #:	27	SECTOR #:	2
00	F5	3E <u>1E</u> 32 EC FF CD 7B 51 F1 32 EC FF 3E <u>01</u> 32		
10	E9	FF 21 1E 46 CD EE 54 21 00 <u>0C</u> 22 88 FF 2A 00		
20	DC	18 5A 3D F5 <u>C3 B0 23 E1 C9</u> 89 FF FE 00 20 20		
30	3A	88 FF 3C 32 88 FF FE A0 20 15 CD 33 53 CD B9		
40	5A	3A 83 FF 3C 47 CD 64 3A CD 4F 3B F1 C3 00 38		
50	F1	C9 23 7C FE AC 20 24 ED 5B AD FD 13 ED 53 AD		
60	FD	1B 01 00 00 21 00 A8 3A FA FF CD F3 FC 28 09		
70	21	05 4D CD 84 57 C3 6D 20 21 00 A8 C9 7E D6 20		

### SECTOR DUMP

ADDR	BLOCK #:	28	SECTOR #:	7
00	D8	FF FE 01 30 06 CD 59 52 C3 0D 23 3E 16 32 DD		
10	FF	3A DE FF 47 3A D7 FF C6 06 B8 D2 05 23 32 DE		
20	FF	C3 05 23 CD BD 54 CD D1 57 C9 00 00 00 00 00		
30	<u>3A 89 FE 3C 32 89 FE FE 80 20 28 3A 88 FE 3C 32</u>			
40	<u>88 FE 3E 00 32 89 FE 3A 88 FE FE 3A 20 15 CD 33</u>			
50	<u>53 CD B9 5A 3A 83 FF 3C 47 CD 64 3A CD 4F 3B E1</u>			
60	<u>C3 00 38 C3 28 1D</u>	00 00 00 00 00 00 00 00 00 00 00 00 00 00		
70	00	00 00 00 00 00 00 00 00 00 00 00 00 00 00		

### SECTOR DUMP

ADDR	BLOCK #:	37	SECTOR #:	4
00	6C	66 3F 0D 47 65 74 20 74 6F 70 20 6F 66 20 38		
10	30	4B 20 77 6F 72 6B 73 70 61 63 65 3F 0D <u>4C 6F</u>		
20	<u>61 64 69 6E 67 20 49 42 4D 28 74 6D 29 20 43 6C</u>			
30	<u>69 70 41 52 54 2E 2E</u>	0D 74 65 78 74 20 69 6E 73		
40	65	72 74 69 6F 6E 3A 0D 6E 6F 72 6D 61 6C 20 72		
50	65	70 6C 61 63 65 6D 65 6E 74 20 74 65 78 74 3A		
60	0D	74 65 78 74 20 66 6F 72 65 67 72 6F 75 6E 64		
70	20	63 6F 6C 6F 72 3A 0D 74 65 78 74 20 62 61 63		





# AN INTRO TO ADAM HOME AUTOMATION

Featuring the X-10 Home Control System

by Alan Neeley of "ADAMLink of Utah"

The release of this package is the culmination of a year's worth of research and development and untold amounts of money spent in the process (of which I expect to never fully recover). However it was worth it... When I first bought my ADAM eight years ago, one of the things I wanted to be able to do was control my home with it (I recall that it hinted somewhere in a brochure or something that this would be possible). I soon learned that Coleco was famous for changing plans and when they dumped the ADAM, I gave up all hope of doing what I originally wanted to do with my ADAM.

Seven years later I heard of another ADAMite (Minh Ta) who had been successful in connecting such a device to his ADAM. I then began searching for this product but was unsuccessful in locating it anywhere. I had actually started development of my own scaled down version of the control interface (with the help of Syd Carter and a book I located on the subject) when I found that I could acquire the X-10 Control Interface at a price that would be reasonable for those ADAM owners interested in Home Automation. After a month's worth of work on the software end, I felt I had a product that other ADAM owners might be interested in. So here it is. NOW ADAM IS IN CONTROL!

The X-10 Control Interface has a lot of nice features. It offers a 128 EVENT memory with built-in clock and battery backup (100 hours worth). This is the X-10 Control Interface's strongest point - after it has been programmed by your ADAM, you can actually disconnect it from the computer and it will continue to do its job - even if there's a power failure! Unlike most of the other X-10 control bases, the Control Interface is capable of controlling 256 different modules without ever having to flip a switch! There are also 8 manual switches located on top of the X-10 Control Interface for easy control of your most used appliances or lights.

There's much more to the X-10 Control Interface than one might think! There is a control module available for just about any job you can imagine. The X-10 Control Interface's security features can be even further enhanced by adding X-10's complete security package to your home. Now there's no need for you to worry about your valuable items while away from home!

How do the X-10 products work? Simple! Through the electrical wiring that already exists in your home! This means no unsightly wiring and in most cases, no special skills are required in order to install it (the internal replacement plug and switch modules should be installed by a professional). Simply plug in an external X-10 module to an existing plug outlet, set it to the desired housecode, plug the appliance / light to the module, and you have instant control of your lights and appliances with ANY of the X-10 control bases that are available.

What can the X-10 Control Interface be used for? It's up to your imagination to decide that! I currently use mine for several things. For starters, it turns on the porch light at night and dims it to half power to conserve energy (certain modules have a dim feature that will work with ANY incandescent light-bulb). Later on in the evening, the light turns off. I also use it to activate the infra-red portion of my home security system during the evening hours and the air conditioning during the hot hours. The wife uses it to turn on her curling iron each morning so it will be ready - even if she's not. It also comes in handy when recharging appliances and toys that make use of nickel cadmium batteries (do you have as many of these things as I do?). Just tell the X-10 Control Interface the proper charging cycle and you'll never have to worry about overcharging. I have several other things in mind such as connecting an electrical sprinkling system to it.

The ADAM Home Automation software, written by myself - Alan Neeley, has several features. The user can command the Home Control

Interface to control the X-10 modules directly or they can program an event into the interface. The user can also select the type of Serial Card being used and they can set the time and day for the X-10's internal clock. The software can be purchased as part of the ADAM Home Automation package or it can be purchased separately for those who already own the interface. Other updates and programs are planned in the future that the purchasers will be kept informed on.

ADAM-LINK includes several items in the ADAM X-10 Home Automation Package: 1 X-10 Control Interface, 1 cable (designed to connect to the existing cable of most ADAM Serial Cards), the ADAM Home Automation software, 1 9V battery, the warranty card, and a User's Manual. An RS-232 Serial Card can also be added into the package at a low cost if one is not already owned.

## A.H.A.P. PRICING

- ADAM HOME AUTOMATION PACKAGE ..... \$70.00
- with RS-232 Serial Card & Cable (add \$5 for Shipping) ..... \$125.00
- ADAM HOME AUTOMATION SOFTWARE (Disk or DDP) ..... \$20.00
- X-10 MODULE (one required for each appliance / light) ..... \$CALL

An RS-232 Serial Card is required in order to connect the X-10 Control Interface to the ADAM Computer (the software currently works with the EVE / OBS style or Micro Innovations style RS-232 Serial Cards). The appropriate cable for the serial card is also required. Additionally, the user must have an X-10 module connected to each appliance or light that they wish to control. ADAM-LINK of Utah carries all the above items. For more information, you can write or call:

## ADAM-LINK OF UTAH

c/o Alan Neeley

2337 South 600 East

Salt Lake City, UT 84108

(801) 484-5114

BBS Hours: 6PM-8AM Mon-Fri/24 Hours weekend

Business Hours (voice): 8:30AM-5:30PM Mon-Fri



## N.I.A.D. A.H.A.P. OPTIONS

N.I.A.D. is now carrying the ADAM Home Automation Package by ADAM-LINK of Utah. Since the software is compatible with both the EVE / OBS and Micro Innovations standard Serial Cards, you have a choice of one or the other when you purchase the A.H.A.P. if you don't already own a Serial Card. See the Product List for pricing on all items.

The Micro Innovations interface, known as the Multi-Purpose Interface Board 2 (M.I.B. 2), consists of two Serial Interfaces (for hook-up of serial devices such as an external modem, terminal for 80 column display and the A.H.A.P.), one Parallel Interface for hook-up of a parallel compatible printer and an Addressor function required for 128K or larger memory expanders. The M.I.B. 2 Interface plugs into Slot #2 and also comes with the most current version of the TDOS Operating System as well as a number of telecommunications programs. Serial and Parallel Cables for the M.I.B. 2 are an additional \$14.95 each.

The once again available OBS (Orphanware) Serial Card which plugs into the side-port is considered the standard and provides only one Serial Interface but is compatible with all programs which access a Serial Card like ADAMLink III+. A Serial Cable is an additional \$14.95.

# OH, YES, YOU CAN!!

## A POWERPAINT PRIMER

by P. J. HERRINGTON  
Part 1 of 1

**EDITOR'S NOTE:** This is the first of a series of articles written by Pat Herrington (the Editor of the M.O.A.U.G. Newsletter) covering the many functions and capabilities of PowerPAINT by Digital Express Inc., a program released back in 1987 by Soloman Swift. We thank Pat for making this series available for our N.I.A.D. members.

There is a popular misconception among computer users that graphics design requires some sort of "natural" talent (whatever that may mean.) This couldn't be further from the truth. It is not even necessary to be able to draw a straight line; the computer itself can do that! Good graphics design DOES require certain skills, but these skills are attainable by EVERYONE. Of course, developing ANY new skill takes patience. In fact, patience is the single most important factor in graphics design, even after other skills have been mastered. In a nutshell, ANYONE WITH ENOUGH PATIENCE CAN LEARN TO DESIGN GRAPHICS.

Of course, some people will be faster than others to learn graphics design skills. However, the fastest learners are not necessarily people who know how to draw. They are the people who have a "good eye" for graphics, and already know what they like. It is not difficult to develop a good eye. The trick is to spend time LOOKING at graphics from various sources, and deciding what appeals to our own taste. Ideas are all around us... in newspapers, magazines, greeting cards, needlepoint designs, and even children's coloring books. Once we know what we would LIKE to do, we can figure out how to go about achieving it.

It's also important to study the computer graphics designed by other people, so we can get a sense of just what can be done, and how different effects were accomplished. We can then decide which ones we like, which we don't like, and WHY. That makes it much easier to see what we want to do in our own designs. Knowing what we want is the first step.

Before we can design our own graphics, though, we must understand the mechanics of the graphics design PROGRAM: what it can do, and what buttons to push to cause things to happen. This first step is hardest for most people, because they are presented with a bewildering variety of options, none of them familiar. Studying the manual helps, but the program cannot be learned by reading about it. Both reading and hands-on experimentation are required to learn ALL the features of the program. Until the fundamental functions of the program are understood, there is little point in trying to develop advanced skills.

We will be exploring PowerPAINT (copyright, Digital Express) for three good reasons. First, it is by far the most popular graphics design program available for ADAM; second, it is supported by many other utility programs and finished volumes of graphics; and finally, it is the program used by the author.

It is important to note that PowerPAINT does require a memory

expander. It will work perfectly with a 64k card, but there is an advantage in having a larger expander. 128k doubles the size of the workspace. Anything larger than that allows for more files to be stored to RAM... as many files as the additional memory can accommodate.

Many people believe that PowerPAINT requires a dot matrix printer. Of course, such a printer is necessary to turn out hard copy graphics. However, there are many other ways in which PowerPAINT graphics can be used without a special printer. They can be incorporated into BASIC programs in a variety of ways, and even used as opening screens to be displayed while a self-booting disk or datapack is being loaded. Many people use them as title screens for their home movies. Besides, it's fun just to draw the graphics, whether or not they are ever to be printed.

Other peripherals that are nice to have include disk drives, a color monitor or a color TV with a good, clear picture, and a color printer. None of these are necessary, though. While color adds an extra dimension, black and white graphics are just as interesting from a design standpoint.

In fact, while we are learning, we will find it much less confusing to limit ourselves to ONLY two colors. That is, all the background should be one color, and the actual drawing should be done in just one foreground color. Any colors will do, but the default black and orange are hard for many people to see. Graphic artist Tony Patterson suggests using grey for the background, and black for the foreground, because that combination is closest to the appearance of printed copy. Personally, I prefer using cyan (light blue) for the background, because the various "cursor" shapes (squares, paintbrush, arrow) are white, and white is hard to see against a grey background.

### SmartPAINT PICTURE



Whatever color we choose, though, it is best to start out with a light-colored background and a black foreground. That keeps us from being confused. Everything that's black will print, and everything that's not, won't. Period. Also, this simple color scheme lets us find any stray dots that might be hidden in a multicolored picture.

So, our first step will be to change the background color of our blank screen. When PowerPAINT is loaded, the Primary Menu is displayed, showing the drawing screen in default black. One of the

SmartKey options is labelled GLOBAL ART COLOR. Pressing this key branches us to a new set of SmartKeys, one of which is labelled GLOBAL BACKGROUND. We simply press this key, and use the arrow keys to choose our new color from the display, pressing RETURN when we have made our choice. The entire background is now changed to the color we selected (let's call it cyan.) This affects only the cell we are using at the moment, but if we want our entire workspace to have the same background, we can achieve this easily by pressing the MOVE/COPY key and copying this cell to all the others or by changing the color in each cell individually.

Now the trick is to make sure that anything we do from now on will blend into our picture, by changing the default colors in each mode we use during the session.

There are several different types of graphics functions built into PowerPAINT. Each function has its own menu, and its own default colors. Each menu provides options for changing those colors. Some of the functions draw only in foreground, so there is only one color to change: those include DRAW FOREGROUND, PAINT GRAPHICS, and DRAW POLYGONS. Whenever we use one of these functions, we will want to change the pen or brush color to black.



One function draws ONLY background color, and that's DRAW BACKGROUND. As long as we stick to a two-color scheme, we won't be using that mode very much, except perhaps to draw reference lines. (The default color for DRAW BACKGROUND is grey, and that works fine for reference lines.)

There are some functions that use both foreground and background color. SPRITE ART and TEXT (fonts) both use a default background of black. (SPRITE ART has a default foreground color of orange, and TEXT fonts use white as the default foreground color.) Whenever we use one of these functions, we will need to make changes to both colors (foreground to black, background to cyan) if we want everything to blend into our picture.

Fortunately, any color changes we make to any of these functions will remain until we turn the computer off. We only have to bother with this the first time we use each menu. Of course, there is no reason to change anything we don't plan to use during a session.

CLIP ART is a special case. Because Clips may consist of several different colors (in both foreground and background) the CLIP ART menu does NOT contain default colors, nor does it have any options for changing color. If we put a Clip on our screen and want to make it match everything else, we can go back to the Primary Menu and press GLOBAL ART COLOR again. This time, we use both GLOBAL BACKGROUND and GLOBAL FOREGROUND. No matter how many colors we have on our screen, everything will change to match our two-tone color scheme. We can also use GLOBAL COLOR after loading full-screen pix, or if we have used Sprites or whatever without bothering to change default colors; or even if we have just changed our minds about what color scheme we want to use on our picture.

We are going to be talking mostly about the various types of foreground drawing, but just for the record, there are several different types of files that can be used with PowerPAINT. Not counting full-screen pictures, there are four: Sprite sets, Font sets, Brushes, and Clips. One of the nicest things about PowerPAINT is that it can hold one of each file type in memory at any given time, so we can work back and

forth among them at will. When PowerPAINT is loaded, the default files are in place. Any time we load a new file, it will replace the default file OF THE SAME TYPE, but leave the others intact. We can also have a different full-screen picture in each of four cells or eight cells, depending on the size of our memory expander.

Okay, now let's draw something. From the Primary Menu, select the SmartKey labelled "DRAW FOREGROUND". A new set of keys will appear at the bottom of the screen, and an arrow will appear in the center of the screen. The very first thing we want to do is to press SmartKey V and change our pen color to black!

The arrow points to the current position of the "pen". We can move the pen anywhere on the drawing screen, but we will see no results, because the pen is up. In order to draw, we must press the SmartKey that toggles between "up" and "down". As soon as we do, the pen will leave a line anywhere we move. We can erase the line by changing the pen to ERASE mode (SmartKey IV toggles between DRAW and ERASE.)

We can use the joystick to draw, or we can use the roller controller, but the finest control is achieved by using the arrow keys. We can get incredibly fine details by drawing one pixel at a time with the appropriate arrow key. Each keystroke will draw one tiny square dot, which we will call a pixel. That's the smallest possible unit we can draw. Straight lines are a snap. As long as we are dealing with perpendicular lines (90 degree angles) the finished graphics are literally perfect. The next easiest type of line is the forty five degree angle. To draw 45 degree lines, we hold down the CONTROL key and press any of the four arrow keys. The results are ALMOST perfect forty-fives. If we look at such a line under a magnifying glass, we will see that it is not actually perfect. Because it consists of many small squares, it starts to become a bit "jagged" as the squares are placed in different directions. Still, the lines appear straight to the eye; we can barely see the edges of the individual pixels.

We will be better able to see this "jaggedness" when we try to draw acute angles. The sharper the angle, the more imperfect the line will appear. This can be frustrating, but we need to remember that the printed copy will appear less jagged than what we see on the screen. The pixels actually print out very small, and the eye of the beholder will be fooled into seeing a reasonably straight line. To draw an acute angle, we need to estimate how tall the line will be in relation to its width across the screen (actually, the width of its "base".) We can try different combinations of height and width to get the angle we want.

Actually, we wouldn't really need to do this for ourselves. The alternative is to let the computer do the work, and draw acute angles from the DRAW POLYGONS menu. That would be faster, and wouldn't require any forethought. But that wouldn't do much to help us develop our "eye". At this stage of the game, we really need to

experiment on our own.

So, let's just see what we get when we go up two pixels and over one pixel, repeating the process until the line is as long as we like; then try going up three pixels and over one pixel, and so on. That way we will get a feel for the different possible angles. Again, we get the best control by using the arrow keys. Try hitting the left arrow once, the up arrow twice, the left arrow once, the up arrow twice, over and over, and then whatever other strategies come to mind, until it becomes clear how this works.

CLIP-ART PICTURES





# EXPLORING SmartBASIC

## Part IV: Basic Output by Guy Cousineau

**EDITOR'S NOTE:** This is the fourth in a six-part series of articles on SmartBASIC written by Guy Cousineau of the ADAM User Friendly Group. The series was made available for our use by Ron Mitchell, the President of AUFG.

### BASIC OUTPUT

Odd as it may seem, there is only one way to send out anything from a BASIC program: the PRINT statement. It is, however, a very versatile command:

```
PRINT "hello"
PRINT a$, b$
PRINT a; " dollars and "; b; " cents"
PRINT x ^ 2 + 5 * y
```



The preceding are all valid print statements. The first prints a message. The second prints 2 string variables. The third mixes variables and string data. The fourth prints the result of the arithmetic formula. In short, you can mix and match any kind of variable and use the PRINT parameters to format your output.

The comma is used to space-out to the next half of the screen and can be used to neatly format data in 2 columns. Consider the following program:

```
10 FOR x = 1 to 10
20 PRINT x, 2 * x
30 NEXT x
40 END
```

As you have already figured out, it will print a multiplication table. But when you run this program, you will notice something peculiar:

```
1    2
2    4
3    6 . . . etc.
```

All but the first line are indented by one space. This is a result of the arithmetic used to determine if you are in the first column. You can solve this problem by adding:

```
5 PRINT " ";
```

to indent the first entry as well. There is not enough room in the existing code to effect a proper fix.

The character used to fill between entries is normally a space; you can change this by POKEing the appropriate value in 7884. To change the spacing from 1/2 screen to 1/4 screen, make the following changes:

```
POKE 7879,7: POKE 7881,8
```

and to restore:

```
POKE 7879,15: POKE 7881,16
```

The ';' is totally ignored by PRINT and its use, in several cases is only cosmetic. As a matter of fact, if you omit it in SOME statements, the PARSER will add it in for you.

The PRINT parser is located at 15580 (3CDC). It looks for ; , " . numbers letters and equations by calling other parsing routines. There is not much you can change in there.

The entire PRINT execution routine is found from 7800 to 7899 (1E78-1EDB) with the actual entry point at 7854 (1EAE).

The PR command is used to select device output. Similar to IN, this command accepts up to 8 devices with all but PR#1 being the same. The command sets a flag to channel output to an external device (ie. the printer). It is possible to patch in other PR vectors to point to drivers for DOT MATRIX printers but they are only of limited value in BASIC. If you really want one, just ask; it should not be too complicated.



### Notice



### INPUT UPDATE

Someone pointed out that I had neglected the EXTRA IGNORED problem. The following should explain the situation:

INPUT is not buffered. This means that you can't supply values ahead of time for other inputs that will follow. Try the following program.

```
10 INPUT x
20 INPUT y
30 PRINT x, y
```

When you run the program, type 1, 2 at the first prompt. BASIC will respond with an "Extra Ignored" and re-prompt (at line 20) for another input. This is a minor error which only means that you supplied more values than you were asked for by the command being executed. Now type in 3 at the second prompt and the program will echo 1 and 3 as the values of x and y. If you want to input both values at the same time you should use:

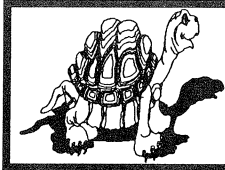
```
INPUT x, y
```

Next time, commands affecting the appearance of the screen.



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# THE LOGO NOTEBOOK

## Part I: Introduction and Basics

by Ron H. Mitchell

**EDITOR'S NOTE:** This is the first of a series of articles by Ron Mitchell, Editor of The ADAM User Friendly Group newsletter, covering SmartLOGO and the many aspects of programming in SmartLOGO.

Most people I've talked to figure that LOGO is mostly for kids. All this stuff about moving turtles and making ADAM "TOOT" out sounds seems somewhat beneath us adults. Not so, I'm here to tell you. While it's true that this language is one that young folks will easily gravitate to, it's also true that LOGO is a language that quite literally grows with you, until you achieve even more control over ADAM's many features than you can using SmartBASIC.

So let's get down to work. Each issue we'll cover some of the basics. Feel free to experiment, and by all means, read the LOGO manual. Unlike the SmartBASIC manual it does an excellent job of explaining all aspects of it's subject. You'll also find that most books on LOGO available in the library and in various bookstores will describe procedures and commands that you can use with ADAM's implementation of the language. So there's lot's of instructional material available. The only command I've found so far in a book that doesn't work is the command "LOCAL" used in Apple's version. This command designates a given variable for use only within a particular procedure. Outside that procedure it has no value. ADAM's LOGO will do the same thing but employs a slightly different means. We'll get to that later.

First a quick outline. The normal method employed by most texts is to introduce first the concept of "turtle graphics" and allow you to make use of LOGO's powerful graphics handling capability right off the top. What we're going to do here is slant our presentation so as to ease you from SmartBASIC to LOGO. We'll therefore be dealing with some of the less spectacular commands first, those which permit you to do some of the same things you've been doing in BASIC. But don't worry, it won't be long before we're into the pretty stuff.

For the balance of this article, we'll cover the following:

### Terminology Immediate and Edit Modes Controlling Screen Output

So let's get at it. Load up your LOGO and read on.

## TERMINOLOGY

What follows is a short version of chapter 2 of the ADAM LOGO reference manual. You really need to give chapter 2 a thorough reading, for it lays the foundations in concept for subsequent material. Being somewhat of a novice myself, I've found that a complete understanding of the difference between a procedure, a primitive, a command, an operation, and a few other elements of LOGO grammar can help us to avoid troubles later on.

**1) PROCEDURE:** A procedure is like a small program or subroutine in SmartBASIC. It consists of series of LOGO commands or operations to be performed when it is invoked. A procedure has a name which can be anything you like except a word already used to call one of LOGO's primitives. You activate or call a procedure simply by typing in it's name, followed by <RETURN>.

**2) COMMANDS AND OPERATIONS:** These two terms are used to describe the two different types of LOGO primitives. Each one is either a command or an operation. A LOGO command, like a SmartBASIC command, instructs ADAM to do something, and provides the required

code to enable ADAM to carry out the task. An operation is a procedure that outputs a value to another procedure. Some LOGO procedures can be either commands or operations depending on the context in which they are used. You'll note that the manual, in discussing each of the LOGO primitives clearly identifies which are which. It's important to note the difference.

**3) PRIMITIVE:** A LOGO primitive is one of the commands or operations that is part of the language. You use these primitives to build your own procedures. Primitives are like reserved words in SmartBASIC.

**4) OBJECT:** An object is a list of LOGO instructions being either primitives or procedures you have defined. It is usually enclosed in square brackets [ ]. LOGO commands act upon or process an object or set of instructions. There are three types of objects: words, lists and numbers.

**5) WORD:** A word is simply a sequence of characters (no spaces allowed).

**6) LIST:** {Information enclosed in square brackets}

**7) INPUT:** Some LOGO commands and operations and eventually, the procedures you define will require inputs. Inputs are parameters which you pass to a procedure when calling it. Examples will follow later.

## IMMEDIATE AND EDIT MODES

As with SmartBASIC, there are two possible modes of operation once you've loaded the LOGO interpreter; immediate and edit.

Those of you who already have LOGO have no doubt tried just entering the various LOGO commands directly from the keyboard. Provided you know the command, it's syntax and the inputs it requires, you've no doubt done some rather startling things that would be impossible in SmartBASIC. For example, try this:

```
CS
HT
PU
SETPOS [-110 90] RT 90
PD
FD 220
```

And you find that a white straight line has been drawn across the top of the screen.

Now I said that we'd not get into turtle graphics right away, but this was just to illustrate the point.

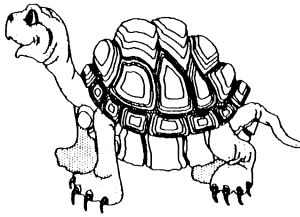
What we did was to first clear the screen [CLEARSCREEN]. Then we turned the turtle off [HIDETURTLE]. We then issued a PENUP command to ensure that the turtle wouldn't put an unwanted line between his home position and the top left hand corner of the screen. After that we set the turtle's position at coordinates screen top left, put his pen down again, turned him right 90 degrees and sent him off to the other side of the screen drawing a line behind him.

All of that was done in the immediate mode, that is as we issued each command it was carried out.

You'll note that we used the shorthand of most of the commands. CS, for example, is short for CLEARSCREEN. Some commands do not have

short forms, and the manual clearly states which do and which do not. We could also have written ourselves a procedure which would have accomplished the same result:

```
TO LINE
CS
HT
PU
SETPOS [-110 90]
RT 90
PD
FD 220
END
```



At which point LOGO hesitates momentarily while it reviews your input, then confirms.

#### LINE DEFINED

So in order to enter the edit mode, simple type <TO> followed by the name of the procedure you're defining. Enter your instructions and then hit <SmartKEY VI>, which exits you from the edit mode.

While you're in the edit mode, you'll note that the question mark prompt before the flashing square cursor disappears. That's simply to serve as a reminder that your in the edit mode and that your instructions will form part of the procedure you're defining.

### CONTROLLING SCREEN OUTPUT

Now we're going to skip around a little. These are the commands I've found useful so far in my forays into LOGO when it comes to putting things on the screen.

**PRINT** or **PR**: Similar to the PRINT statement in BASIC. You can type: PR "RON or PR [RON] or PRINT [LEFT SQUARE BRACKET RIGHT HAND WIDGET]; and LOGO will faithfully print what is after the quote or within the square brackets.

**CLEARSCREEN** or **CS**: Does just what it says. Clears the screen of both text and graphics.

**CLEARTEXT** or **CT**: Now here's a neat one. In LOGO you can have both text and graphics on the same screen at the same time. You can also clear off one or the other independently. CT clears text only.

**CLEARGRAPHICS** or **CG**: Removes graphics without affecting text.

**SETTEXT**: If you want to make LOGO imitate the GR or HGR modes of SmartBASIC, you can with this command set the top most line on which text will be printed. A <SETTEXT 20> would put all text on lines 20 to 24, leaving the rest of the screen for graphics. This command takes an input from 0 to 23. Unlike SmartBASIC, however, you can still print text in the graphics area with the SETCURSOR command.

**SETCURSOR**: Does what it says; ie. sets the cursor position to the coordinates in the list which follows. The syntax is: SETCURSOR [X Y]; Where X can be any value from 0 to 28 and Y is a value from 0 to 23.

Note: Don't forget the square brackets or you'll be informed that:

#### SETCURSOR DOESN'T LIKE 12 AS INPUT

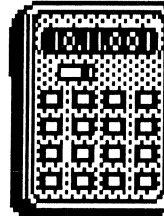
Took me a while to figure that out.

These are the essential screen control commands. For reference in this discussion, I've used the ADAM LOGO manual, chapter 2, 9 and 10. You'll want to give these a thorough reading and then experiment a little for yourself. Next time we'll cover colors and variable assignments. We'll also design a LOGO procedure that uses what we've covered here and what we'll cover in the next article.

## P.D. WORKSHOP

### REVIEWS & UPDATES

by Jim Notini



#### N.I.A.D. ANDV VOL. #16

↪ **BUSRIDER** - Bus company has 1000 customers daily. It raises tickets price .10 and loses 10 customers. How high can it raise ticket prices to reach maximum income.

↪ **COINUMBERS** - How many nickels and dimes can you have if you have \$1.60. Gives all the variations.

- ↪ **CHICKENS** - Chinese puzzle from the Sixth Century. You have \$100 and you want to buy 100 fowl mixed. Roosters are \$5, hens are \$3 and chicks are 3 for \$1. How many each.
- ↪ **CHICKENS2** - Same as above but has an IF formula in cols 5 and 16 that prints out only integers and also localizes the answer row.
- ↪ **QUADSALES** - Sales problem using only a quadratic equation with 2 unknowns standard formula.
- ↪ **FINDCOST** - A boat trip cost \$25 per hour at 10 miles per hour and \$28.64 at 12 miles per hour. What does it cost at 15 miles per hour.
- ↪ **QUADvsLOOP** - Compares 2 methods of solving a sales problem. Quadratic formula and for next loop. The for next loop gives a number of different solutions, not just 1. Also used is a variation of the LKUP formula using a "0" at the end of the formula instead of a "+" or "-" number means that you find the number you want in the same column as the formula.
- ↪ **GOLFER** - You are 350 yards from the hole. You slice the ball to the left 190 yards. You then hit the 2nd shot directly at the hole 160 yards. How far are you from the hole.
- ↪ **ACHILLES** - Old greek problem of Achilles and the tortoise. The tortoise gets a 100 yard start and is always 1/10 of the distance ahead of Achilles. The old greeks had no solution to the problem. Is there a solution.
- ↪ **HILLHEIGHT** - You want to know the height of a hill. You can measure the angle from where you are to the top of the hill and you have a 100 foot tape measure. What is the height.
- ↪ **MARKUP** - Shows the difference between markup and discount. You can calculate the gross profit rate, the markup rate and the discount.

#### N.I.A.D. ANDV VOL. #17

- ↪ **LOANSCHEDc** - A revision of Loansched on ADAMCalc tape.
- ↪ **LOANSCHED** - A tutorial which gives specific details of all changes made.
- ↪ **AUTORRECALC** - This is a memo only entry.
- ↪ **CDNLOANSCHED** - This is LOANSCHEDc with Canadian interest rate adjustment under the Interest Act and old Federal Law. The rate here is compounded and calculated semi-annually and not in advance.
- ↪ **CDNRATetut** - Gives details of formula and examples of different rates for different periods: daily, weekly, monthly, quarterly and comparison with U.S. rates.
- ↪ **SYMBOLS** - Through simple fooling around by just pressing the CONTROL key and EDIT CELL about 30 or 40 different sorts of graphic symbols were found.
- ↪ **MISCELLANY** - Some odd things which were discovered about formulas and differences between ADAMCALC and SmartBASIC.
- ↪ **TREESHACK** - Riddle or problem about a 100 foot tree with a 10 foot square shack at the bottom. Tree breaks and top falls touching corner of roof of shack and tip touches the ground. At what point did it break.
- ↪ **SHACKDIAGr** - Program above with detailed diagram and a hint or two.
- ↪ **SHACKFORML** - Details of formulas used to solve the Treeshack.
- ↪ **SHORTLOANS** - Finds loan payments.



# PRODUCT REVIEWS

**TYPE**  
PRODUCTIVITY

**RELEASED**  
DECEMBER 1991

## TAX HELPER 1991

By Hoosier Software

**PRICE**  
\$19.95

**MEDIA**  
DISK OR DDP

Reviewed by Terry Fowler of ADAM'S HOUSE

**EDITOR'S NOTE:** This review originally appeared in the NOV / DEC 1991 VOL. 7 NO. 10 ISSUE 76 of the ADAM INTERNATIONAL MEDIA which is published by ADAM'S HOUSE. Software ratings are not the opinion of the author, but those of N.I.A.D.

TAX HELPER 1991 is the second edition of Gary Hoosier's Income Tax computation program. This year's program has been improved, but essentially contains the same features of last year's version. Those of you who purchased the 1990 version for \$19.95 may purchase the '91 version for only \$10 directly through ADAM'S HOUSE. And, like last year, any updates will be sent along free when the purchaser returns the supplied registration form back to ADAM'S HOUSE.

Gary has improved the data handling routines in the '91 version, and a conversion program is supplied in the introductory menu to allow last year's data to work in this new version. The menu reads as follows upon bootup:

- LOAD DATA INPUT PROGRAM
- LOAD CALCULATION / REPORT PROGRAM
- PRINT DOCUMENTATION
- PRINT AN 'ORGANIZER'
- CONVERT LAST YEAR'S DATA
- VIEW 'GETTING STARTED' INFORMATION
- DISPLAY REV 91.21 NOTES
- CHANGE SCREEN COLORS

A cursor rests next to the top line that may be repositioned next to any line to choose that particular function after pressing the <RETURN> key. Your first step is to print the instructions out by selecting "Print Documentation". Once the module loads, you may select the type of printer to use (ADAM Printer or a dot matrix printer) and then print one page at a time (10 pages of instructions in all). The "Organizer" is printed in the same way and totals 9 pages. Read the instructions very carefully and then fill in the Organizer information with your tax information. This will prepare you to run the Input Program module from the main menu. If you used Tax Helper '90 last year you must select "Convert Last Year's Data" from the menu to reformat it to the 1991 format. You will be prompted to change media at the proper time.

The Organizer is the key to making quick and easy work of your tax computations. By filling in the blanks you assemble all the necessary information for input into the program. When you run the Calculation / Report program from the main menu this raw data is then calculated and printed in the form that you can use to fill out your IRS forms. Forms you may select are as follows:

FORM 1040, SCHEDULE A, SCHEDULE B, SCHEDULE C, SCHEDULE D, SCHEDULE D-1 and FORM 4137 / SCHEDULE U.

A nice feature allows the user to input Override Values. The primary uses of the override are as follows:

1. To force a value onto a line that will not otherwise appear due to program malfunction or conflicting data.
2. To see how changes will affect the outcome of the 1040 without having to change the data entered.
3. If your SCHEDULE D is very complicated or long, you may have to fill it out on your own and force the number to the 1040 using the override for it on screen #13a.
4. If you have a FORM 4797, line 18b (2) amount, force it to line 15 of the 1040 using the override on screen #13a.

For those of you using TAX HELPER 1991 for the first time and having no other experience in the use of previous Tax Helper programs, it is very easy to use and even easier to use the next year since all your information is stored for reuse the next year. Dependent ages are changed accordingly and overrides are all set to zero the next year. If you wish to reenter the data, select that option and select each category:

A General Information, B Additional Income, C Adjustments to Income, D Interest Income, E Dividend Income, F Business Income, G Pension / Annuity Income, H Additional Tax Payments, I Sales of Property, J Deductible Expenses, K IRA Contributions & Distributions, L Schedule & Form Summaries, M Override Amounts, N Return to Entry Menu, O Save Data Now, P Go to Calculation / Report Program.

As you complete entry in each section and return to this menu it will be highlighted to show you have completed that entry. If you forget to Save your data before leaving this menu, it will be saved automatically for you before the next program loads.

TAX HELPER 1991 has been evaluated by tax preparers with the conclusion that it is highly recommended unless your return is extremely complex and therefore requires many other forms and schedules than those normally utilized in preparing tax returns. You don't have to know all the limitations which the IRS imposes because the program knows and calculates everything for you. The instructions are very specific and will make it easy for the user to input the information line by line.

The program will print to either a dot matrix printer or the ADAM printer and it is available on disk or data pack. The datapack version is in a form that allows for quicker access to the program modules that are grouped closer to the directory on the tape.

If you haven't tried it, order it today for only \$19.95. Remember, all updates are sent out free once you have registered your copy!

### SYSTEM REQUIREMENTS

- MEMORY: BASE ADAM SYSTEM WITH 64K MEMORY EXPANDER
- PRINTER: ADAM PRINTER OR DOT MATRIX PRINTER
- DRIVES: 1 OR MORE DISK DRIVES AND OR DIGITAL DATA DRIVES
- OTHERS: NO OTHER REQUIREMENTS
- OPTIONS: 128K OR LARGER MEMORY EXPANDER

### SOFTWARE RATINGS

- GRAPHICS / SCREENS..... A
- MUSIC / SOUND..... D
- INSTRUCTIONS..... A
- EASE OF USE..... A
- VALUE FOR THE DOLLAR..... A+

### OVERALL

**A**

**TYPE**  
GRAPHICS  
**RELEASED**  
AUGUST 1991

# IBM<sup>(tm)</sup> CLIP-ART FOR ADAM

By The Maine ADAM Library

**PRICE**  
\$14.95  
**MEDIA**  
DISK OR DDP

Reviewed by Jim Notini

IBM<sup>(tm)</sup> Clip-Art for ADAM (ICFA for short) is a revolutionary new product for the ADAM which was developed by Bob Sebelist of The Maine ADAM Library and released a couple of months ago (due to some modifications and enhancements this review has been delayed a couple of times). ICFA's main function is to provide a means for ADAM owners who work with graphics programs to gain access to the tremendous library of IBM Clip-Art files which are currently available with as little work needed to be performed as possible, the author has performed all of the tedious work of transferring the IBM source code clip-art to an ADAM format media in a modified RLE (Run Length Encoded) file.

ICFA is supplied with a manual that is more of a walk through tutorial than instructions which is very easy to follow and will get you started into using the utility programs that are supplied on the media. Also included is a reference sheet containing a printout of all 175 IBM clips contained on the ICFA package. To load ICFA, all one needs to do is to place the media into a drive and pull the <COMPUTER RESET> switch. A title screen will appear after a few moments while the program loads into memory and displays the ICFA main menu. The main menu has two options to choose from: Clip-ART LOADER and SpriteVIEWER.

SpriteVIEWER is a simple utility which allows the user to view sprite sets on screen. Once loaded, a blue square is displayed in the center of the screen and the message "Place Sprites in drive... any key..." appears. One sprite set is supplied on the ICFA media so you can keep the media in the drive and load that file or you can place another media which contains sprite sets into the drive (the sprite set may be either a binary (H) or Z80 (^B) format file). Once the file is loaded it may be viewed in standard or double size and the color may be changed by entering a number from 1 through 15. To display the sprite, all that is needed to be done is to enter a number from 1 to 32 for the appropriate numbered sprite in the sprite set. This is a very simple utility which could use the addition of a catalog option and also when exiting the viewer program it should automatically reload the ICFA main menu instead of making the user load it via the SmartBASIC command "RUN".

Clip-ART LOADER (CAL for short) is the main program of the two and provides a means for manipulating a wide range of different graphic file types. The CAL main menu displays seven options: The first is "dr. options" which offers options to load RLE files (standard or IBM<sup>(tm)</sup> clip), SmartPAINT files, PowerPAINT files or Clip-Art files (ADAM only of which there is one on the media); store the current work screen as a SmartPAINT file only; catalog a media; or change the current default drive (a ramdisk may be used if you own the proper software to setup a ramdisk in SmartBASIC V1.0). The second is "view pic" which will

display the work screen and any graphics currently in it. The third is "chg. color" which allows the user to change either the foreground or background color of any graphic displayed on the work screen. The fourth is "enlarge" and this allows the user to enlarge an ADAM clip, IBM clip or part of a full screen picture by roughly 2 1/2 times it's normal size. The fifth is "print" and this allows for the printing of the work screen on a dot matrix printer only. Printing options include the ability to print only the displayed ADAM or IBM clip or the full screen in a range of different densities (standard, double, fast double or quad) and also to set the left margin for clips (1-70) or full screen pictures (1-40). The sixth is "recovr clip" and this will allow for the reloading and replotting of an ADAM clip on the work screen after it has been enlarged. This option is included due to the fact that once an ADAM clip is enlarged the original 64x64 ADAM clip is cleared from the screen and only the enlarged version is displayed. The seventh is "exit" which will exit CAL and return to the ICFA main menu.

Along with the above utilities, 175 IBM<sup>(tm)</sup> clip-art files are provided on the ICFA media. The difference between IBM clips and ADAM clips is vast as you will soon read. ADAM clips are a set size (64x64) and are saved in a special file (either 1K Z80 or 2K binary) while IBM clips which are provided on these medium may range in sizes even larger than 64x64 and have been saved by Bob Sebelist in a special ADAM RLE format file which insures that the entire IBM clip is contained in the file and not broken up over separate files. This is why you can't load an IBM clip using the ADAM clip option, you must use the specific option for IBM clips only. In order to use these IBM clips in a program such as PowerPAINT or CLIPPER, you would first have to load it up in ICFA and then save it as a SmartPAINT format picture file. Also, if you own PowerPAINT and a program like File Manager Vx.x, one can use the patch printed in this issue to create a custom version of PowerPAINT which will allow for the direct loading of IBM clips into PowerPAINT and bypass the need to use ICFA's Clip-ART Loader utility (this is the best and fastest route to use).

Overall, ICFA utilities are an outstanding package which provides a number of options which are not found in PowerPAINT. However, they are very basic and somewhat sloppy to work with. The bulk of ICFA lies in the 175 IBM clips which are included. These are beautifully rendered clip-art pictures which most importantly are all intact in one file each and once saved in SmartPAINT or CLIPPER format can be used with numerous other programs that are available for the ADAM (most of which were developed by Soloman Swift). Best of all, there are now 27 additional volumes of IBM clips available directly from Bob Sebelist for little more than the cost of a disk or data pack and shipping & handling with each volume containing over 100 IBM clips ready to be used on the ADAM!



SDRAGON



FROG1



BELLS4



BULLDOG1

### SYSTEM REQUIREMENTS

- MEMORY: BASE ADAM SYSTEM
- PRINTER: EPSON COMPATIBLE DOT MATRIX PRINTER
- DRIVES: 1 OR MORE DISK DRIVES AND OR DIGITAL DATA DRIVES
- OTHERS: PowerPAINT, P.C.U., S.L.P., CLIPPER, PrintWORKS, ETC.
- OPTIONS: MEMORY EXPANDER FROM 64K TO 1,024K

### SOFTWARE RATINGS

- GRAPHICS / SCREENS..... A+
- MUSIC / SOUND..... D
- INSTRUCTIONS..... B
- EASE OF USE..... B+
- VALUE FOR THE DOLLAR..... A+

### OVERALL

**A**



**TYPE**  
PRODUCTIVITY  
**RELEASED**  
APRIL 1991

# APPOINTMENT BOOK

By The Maine ADAM Library

**PRICE**  
\$24.95  
**MEDIA**  
DISK OR DDP

Reviewed by Jim Notini

APPOINTMENT BOOK (A.B. for short) is more than just an appointment scheduler. This combination of programs provide the user with the necessary needs of everyday reminders. With A.B. the user has space for daily notes of importance, such as those special occasions (birthdays, anniversaries, etc.). You will be presented with ample room for appointments for specific dates by the half hour increments. Added in with this is a full user friendly Phonebook Directory, as well as an Invoice Viewer/Maker program for small business persons. Also included is a Memo Writer that is a scaled down version of a word processor for quick letter generation and the public domain program EzCalendar by Digital Express. Yes, all this is a part of the A.B. program. Revision 3 of A.B. is brought to you by the Maine ADAM Library. Much thought and work has gone into this combination of programs to bring you, the user, the best there is to offer in an appointment / phonebook.

Supplied with A.B. is an instruction booklet as well as an addendum which lists out some of the numerous changes which have transpired throughout the different revisions as well as instructions for programs which previously weren't part of A.B. To load A.B., place the media into any drive and pull the <COMPUTER RESET>. A graphic title screen will be displayed while A.B. loads into memory. Once loaded, A.B. will ask you for the month, date and year before proceeding.

Appointment Book is divided up into five main programs which all use graphic screen displays and 60 column text using multiple colors and SmartKEY menus to present their appropriate information. The five main programs are: Appointment Book, Phonebook Directory, Invoice Viewer, Memo Writer and EzCalendar. There are two editor programs included, Daily Appointment Calendar Editor and Invoice Maker, that are used to enter in the data which is to be used in the main programs.

APPOINTMENT BOOK is the main program of the lot which when loaded will display a graphic depiction of an opened book. On the left page is displayed in large letters the current date as well as a SmartKEY menu of options. On the right page is displayed a listing of up to eight special occasions or notes for the current date which is being used. The special notices may each be up to nineteen characters long. By choosing "APPT" from the SmartKEY menu, the user in essence turns the page to display a time table for the current date's appointments which are broken up into half-hour increments from 8am through 7:30pm on the left and right side of the page. The listing of the appointments description may be up to nineteen characters once again. A new SmartKEY option, "NOTE", allows the user to turn back the page to the original screen and also in both SmartKEY menus a "SCAN" option is available to load in a new date and display the special occasions or notes and appointments for that particular date. Other options from the SmartKEY menu allow the user to load up the other programs included in Appointment Book.

PHONEBOOK DIRECTORY is a very well designed database program which displays a graphic index display for listing out the specific records information. The index card also displays the current alphabetic letter which is being used, the current record number and the current date. The fields which will be used for the data have already been setup and may not be changed or renamed to suit the users' own needs. The fields which are available include: Lastname, First/Middle, P.O. Box, Street, Apt. #, City, State, Zip Code, Phone #, Birthday, Anniversary and Note. As you can see, just about everything is covered with the preset fields although it may have been a better idea had the author left the field name designation up to the user. Searching options are allowed by Record # or by Name and no index of the records is available, you'll have to remember what you have previously entered. A SmartKEY menu is displayed at the bottom of the index card that allows the user to switch the current letter of the alphabet that is being displayed via the "NEXT" option or to print

a label via the "LABEL" option. The label of the current record may be printed to either the ADAM printer or a dot matrix printer. But if you have entered both a street address and a P.O. Box in the record, only the P.O. Box and not the street address will print on the label (in this instance you will probably want to create two separate records, one with the P.O. Box and one with the street address). The other SmartKEY options allow for the loading of the other programs included with Appointment Book.

INVOICE VIEWER will display the contents of invoices on a 60 column text screen which also displays a SmartKEY menu along the left side of the screen. The invoice displays a header as well as all pertinent information such as: the client and address, invoice date, order paid by, invoice #, order received by (phone, mail, or in person), stock # of product, quantity, item name, disk or data pack, price @, subtotal of products, tax, shipping and handling charge, grand total, balance due, shipping date, and shipped via (UPS, USPS, or other). The display is very legible and is the only way that the user may actually see how the invoice will print out onto the ADAM printer or a dot matrix printer. SmartKEY options include "NEXT PAGE" in the case that the invoice is more than one page long, "PREV PAGE" to display the previous page if the "NEXT PAGE" option was used, and "NEW CLIENT" which allows for the loading of a new invoice to be displayed. Three other SmartKEY options allow for the loading of other program which are included with Appointment Book.

MEMO WRITER is a simplistic text editor that uses a 60 column text display. The actual screen size is 60 columns by 24 lines, but the first two lines are used for SmartKEY options and a ruler, so you actually have a total of 22 lines to enter the text on. From here, the use of Memo Writer is pretty simplistic, just type in the text which you want and remember to press the <RETURN> key at the end of each line to hold the text in place. There is no save option so you will want to print out the text before exiting or clearing the screen, but one major drawback is that once you choose to print, all your text is cleared from the screen, forever lost. So in essence multiple print outs are not possible and the ability to edit the text is not available. The SmartKEY options allow the user to print, quit or clear the workspace and restart.

EzCALENDAR is a public domain graphic calendar display program which was written by Soloman Swift of Digital Express. The calendar program is one of the best public domain programs ever developed and also uses a SmartKEY menu for making choices. The options available allow the user to increase or decrease the year and month, highlight today on the calendar screen or to exit.

DAILY APPOINTMENT CALENDAR EDITOR is the editor used to enter in all data for Appointment Book and Phonebook Directory. It is also used to generate print outs to the ADAM printer or a dot matrix printer of any days notes and appointments for specific dates and labels from the phonebook records. INVOICE MAKER is used to enter in all data for Invoice Viewer. It, too, is capable of generating a print out of invoices on the ADAM printer or a dot matrix printer. Both editor programs use a standard text display and are very straight forward and easy to use.

Overall, I found Appointment Book to be a very useful productivity package that should be a welcome addition to many an ADAMites software library. At first I was very confused on how to use the program due to the poor instruction manual and addendum which comes with the program, but after a few sessions of use I was easily switching around between the different programs with lightning speed. I still feel that the entire package needs a little further flushing out (especially the instructions) to make it easier to work with, but as is, Appointment Book is one of a kind program for the ADAM which promises to evolve into perhaps one of the most complete programs ever developed for the ADAM.

## SYSTEM REQUIREMENTS

- MEMORY: BASE ADAM SYSTEM WITH R80 REVISION
- PRINTER: ADAM PRINTER OR DOT MATRIX PRINTER
- DRIVES: 1 OR MORE DISK DRIVES AND OR DIGITAL DATA DRIVES
- OTHERS: NO OTHER REQUIREMENTS
- OPTIONS: MEMORY EXPANDER AND RAMDISK SOFTWARE

## SOFTWARE RATINGS

- GRAPHICS / SCREENS..... A
- MUSIC / SOUND ..... D-
- INSTRUCTIONS ..... C+
- EASE OF USE ..... B+
- VALUE FOR THE DOLLAR..... A

## OVERALL

**B+**

**TYPE**  
 GRAPHICS  
**RELEASED**  
 SEPTEMBER 1991

# GLORY B!

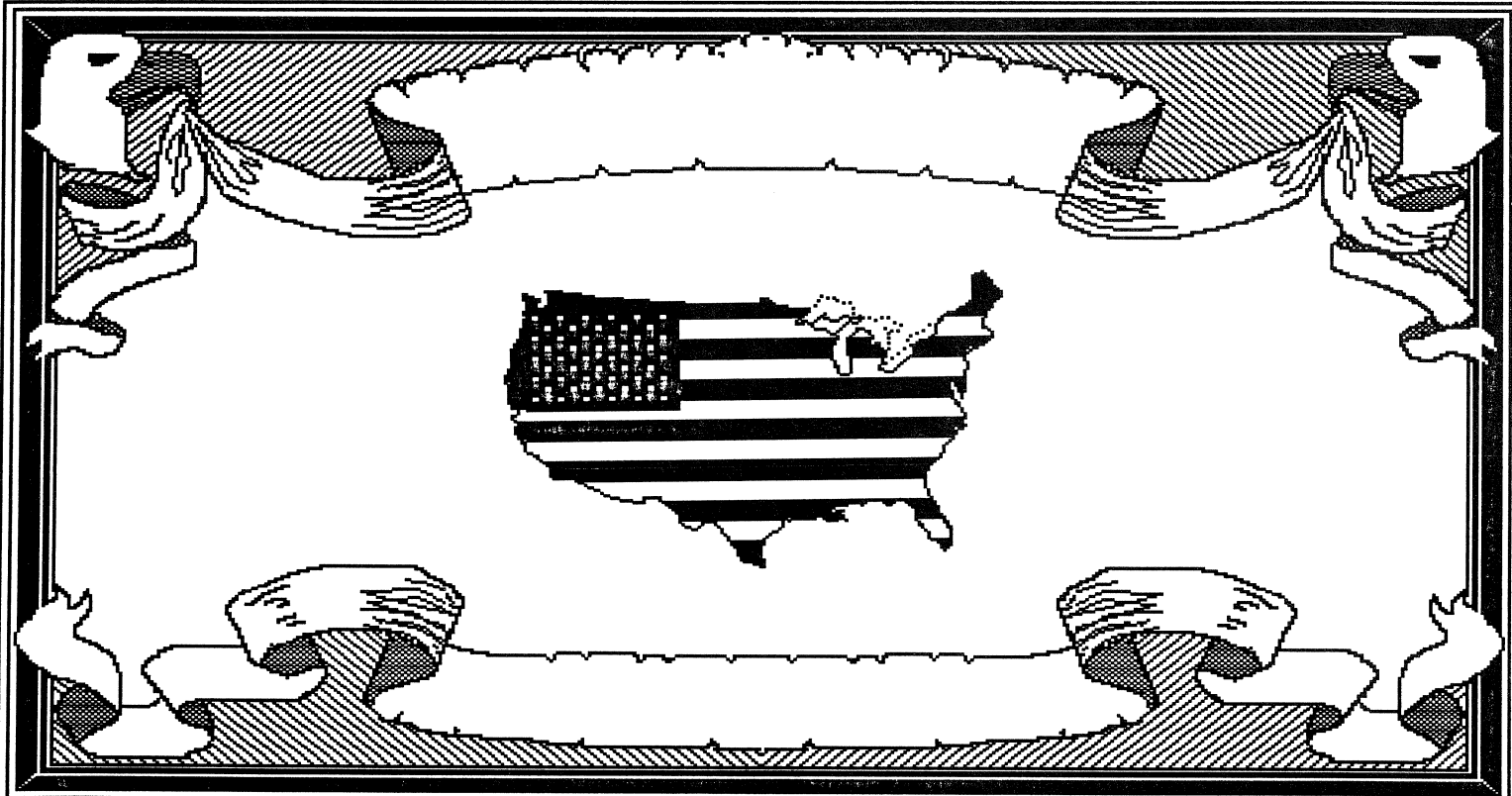
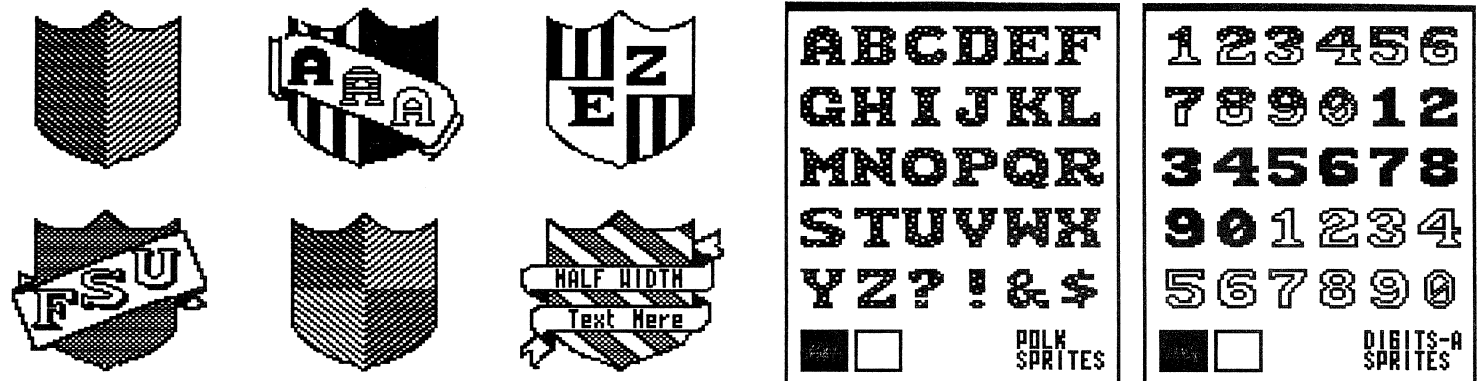
By Eyezod Graphics

**PRICE**  
 \$7.95 & REGISTER  
**MEDIA**  
 DISK OR DDP

Reviewed by Jim Notini

Glory B! is a special graphics collection released by Eyezod Graphics. This collection of graphics can only be purchased directly through Eyezod Graphics for a small fee to cover expenses at the time that the registration form for Bold Glory is mailed in.

Contained on the Glory B! media are: 4 different styles of clip-art sized fonts which are saved in SmartPAINT format files (8 files in all, 2 for each style); 2 full screen maps of the U.S. (1 with all the state borders displayed and 1 with the flag drawn in it); 19 shield clip-art each with unique patterns and designs, some of which have room which will allow for the insertion of text onto the shield itself; 9 alphabet / numeric sprite sets - 1 containing capital letters, 5 containing small letters and 3 that contain numbers in an array of different styles. These small letter sprite sets match perfectly with the Bold Glory large letter sprite sets of the same filename. As a final bonus, a complete certificate is included (the top half of which is on Bold Glory) in a workspace file as well as also broken up so that one can mix and match what parts will be used. Best of all, color is used in all the graphics so that the end user does not have to re-edit them to add color. Here's a glimpse at some of what you get!



### SYSTEM REQUIREMENTS

- MEMORY: BASE ADAM SYSTEM WITH 64K MEMORY EXPANDER
- PRINTER: EPSON COMPATIBLE DOT MATRIX PRINTER
- DRIVES: 1 OR MORE DISK DRIVES AND OR DIGITAL DATA DRIVES
- OTHERS: PowerPAINT, P.C.U., S.L.P., CLIPPER, PrintWORKS, ETC.
- OPTIONS: 256K OR LARGER MEMORY EXPANDER

### SOFTWARE RATINGS

- GRAPHICS / SCREENS.....A+
- MUSIC / SOUND.....N/A
- INSTRUCTIONS.....A
- EASE OF USE.....A+
- VALUE FOR THE DOLLAR.....A+

### OVERALL

**A+**



# N.I.A.D. PRODUCT LIST

PRODUCTS & PRICING SUBJECT TO CHANGE

## ADAM HARDWARE

- ADAM COMPUTER SYSTEM ..... \$239.95
- ADAM COMPUTER SYSTEM EXP. ANSION MODULE #3 WITH COLECO .... \$209.95
- ADAM DAISY WHEEL PRINTER ..... \$89.95
- ADAM DIGITAL DATA DRIVE ..... \$49.95
- ADAM DISK DRIVE POWER SUPPLY ..... \$19.95
- ADAM HOME AUTOMATION PACKAGE (Disk or DDP) ..... \$89.95
- ADAM HOME AUTOMATION PACKAGE X-10 MODULES ..... \$CALL
- ADAM KEYBOARD with 7ft. ADAMnet CABLE ..... \$24.95
- ADAM MONITOR CABLE ..... \$9.95
- ADAM PRINTER POWER SUPPLY ..... \$49.95
- ADAM PRINTER POWER SUPPLY COVER with ON / OFF LIGHT ..... \$14.95
- ADAM TAN HAND CONTROLLER ..... \$9.95
- ADAMLINK 300 BAUD MODEM (DDP) ..... \$49.95
- ADAMNET CABLE ..... \$2.95
- COLECOVISION GAME SYSTEM WITH DONKEY KONG ..... \$59.95
- EXPANSION MODULE #1 ATARI 2600 ADAPTER ..... \$44.95
- EXPANSION MODULE #2 DRIVING CONTROLLER WITH TURBO ..... \$44.95
- MIDI-MITE INTERFACE (DDP) ..... \$74.95
- ROLLER CONTROLLER WITH SLITHER CART ..... \$44.95
- SUPER ACTION CONTROLLERS WITH SUPER ACTION BASEBALL ..... \$44.95

## MEMORY EXPANDERS

Plug in memory boards for the Coleco ADAM Computer. All boards plug in to Expansion Slot #3. (the right-most slot). Two sizes currently available: 64K or 256K. The 256K Memory Expander requires the connection of a Parallel Interface to it in order for ADAM to recognize all of it's expansion memory.

- MICRO INNOVATIONS' 64K MEMORY EXPANDER ..... \$29.95
- MICRO INNOVATION'S' 256K MEMORY EXPANDER ..... \$69.95

## SERIAL & PARALLEL INTER.

- MICRO INNOVATIONS' PARALLEL PRINTER INTERFACE (Disk or DDP) ..... \$34.95
- MICRO INNOVATIONS' M.I.B. 2 INTERFACE (Disk or DDP) ..... \$74.95
- ORPHANWARE SERIAL INTERFACE (Disk or DDP) ..... \$59.95
- PARALLEL PRINTER CABLE ..... \$14.95
- SHIELDED PARALLEL PRINTER CABLE ..... \$24.95
- RS-232 SERIAL CABLE ..... \$14.95

## DOT MATRIX PRINTERS

- PANASONIC KX-P1180 DOT MATRIX PRINTER ..... \$189.95
- PANASONIC KX-P1123 DOT MATRIX PRINTER ..... \$239.95
- PANASONIC KX-P1124i DOT MATRIX PRINTER ..... \$299.95

## MONITORS & MODEMS

- MAGNAVOX 1CM135 13" COLOR RGB MONITOR ..... \$299.95
- GOLDSTAR 2105G 12" GREEN COMPOSITE MONITOR ..... \$109.95
- GOLDSTAR 2105A 12" AMBER COMPOSITE MONITOR ..... \$109.95
- GOLDSTAR GSM-1200 BAUD MODEM ..... \$89.95
- GOLDSTAR GSM-2400 BAUD MODEM ..... \$129.95

## M.I. ADAMnet DISK DRIVES

Stand-alone floppy disk drives for the ADAM Computer. Plugs into the ADAMnet connector on the Memory Console. Comes with external power transformer and ADAMnet Cable. 100% compatibility with Coleco's ADAMnet Disk Drive and E&T Software's Disk Drive upgrades. Now comes with File Manager V3.0!

- 5 1/4" 320K M.I. ADAMnet FLOPPY DISK DRIVE ..... \$224.95
- 3 1/2" 720K M.I. ADAMnet FLOPPY DISK DRIVE ..... \$274.95
- 3 1/2" 1.44K M.I. ADAMnet FLOPPY DISK DRIVE ..... \$324.95

## M.I. HARD DISK DRIVES

Standalone Hard Disk drives for the Coleco ADAM Computer. The 40Mb Powermate version includes a new interface board which mounts in Expansion Slot #2 providing a BOOT PROM, a parallel printer port and a memory expansion addressor port. The ADAMnet version plugs directly into ADAMnet and requires no interface card. An external power supply provides all power to the unit. The LC/40 includes the external hard disk enclosure, the power cube, cable, and all necessary software to run the unit.

- M.I. PowerMATE LC / 40 Hard Disk Drive ..... \$CALL
- M.I. ADAMnet LC / 40 Hard Disk Drive ..... \$CALL

## MISC. ACCESSORIES

- #20# PERFORATED COMPUTER PAPER - 1000 COUNT BOX ..... \$14.95
  - 3 1/2" DISK DRIVE HEAD CLEANING KIT ..... \$5.95
  - 3 1/2" DISK STORAGE CASE (HOLDS 80 DISKS) ..... \$14.95
  - 5 1/4" DISK DRIVE HEAD CLEANING KIT ..... \$5.95
  - 5 1/4" DISK STORAGE CASE (HOLDS 70 DISKS) ..... \$12.95
  - 256K COLECO ADAM DIGITAL DATA PACK ..... \$2.00
  - 256K RIGHT DIRECTORY ADAM DIGITAL DATA PACK ..... \$1.00
  - 50 5 1/4" DS / DD GENERIC DISKS with SLEEVES, TABS ..... \$16.95
  - 25 3 1/2" DS / DD 720K GENERIC DISKS ..... \$16.95
  - 25 3 1/2" DS / HD 1.44 MEG GENERIC DISKS ..... \$29.95
  - ADAM PRINTER RIBBON - BLACK ONLY ..... \$5.95
  - ADAM PRINT WHEEL ..... \$6.55
- Specify font style for ADAM Printer: GOTHIC 12, SCRIPT 12, ELITE 12, EMPHASIS / ORATOR, COURIER 10 or PICA 10
- ADAM DUST COVER: PRINTER ..... \$8.95
  - ADAM DUST COVER: KEYBOARD ..... \$8.95
  - ADAM DUST COVER: COMPLETE MEMORY CONSOLE ..... \$8.95
  - ADAM DUST COVER: EXP. MOD. #3 MEMORY CONSOLE ..... \$8.95
  - ADAM DUST COVER: 5 1/4" OR 3 1/2" COLECO DISK DRIVE ..... \$8.95
  - BONUS 5 1/4" DS / DD DISKS (10 Pack) ..... \$8.95
  - BONUS 3 1/2" DS / DD DISKS (10 Pack) ..... \$11.95
  - BONUS 3 1/2" DS / HD DISKS (10 Pack) ..... \$14.95
  - CURTIS UNIVERSAL PRINTER STAND WITH PAPER TRAY ..... \$24.95
  - PANASONIC KX-P110i RIBBON for KX-P1080 / 1091 ..... \$9.95
  - PANASONIC KX-P115i RIBBON for KX-P1180 / 1190 ..... \$12.95

## N.I.A.D. SERVICES

- UPGRADE 5 1/4" 160K SINGLE-SIDED DISK DRIVE TO:
    - 5 1/4" 320K DOUBLE-SIDED DISK DRIVE UPGRADE ..... \$89.95
    - 3 1/2" 720K QUAD-SIDED DISK DRIVE UPGRADE ..... \$109.95
- Send in your Coleco 5 1/4" 160K Single-Sided Disk Drive to be upgraded. Don't send the power supply transformer. Repair charge for defective drives. will be accessed (minimum of \$50.00). Send payment to N.I.A.D. and drive to ADAM's House - 1829-1 County Rd. 130 - Pearland, TX 77581 - (800) 999-5040.
- DATA PACK CONVERSION to DISK FORMAT ..... \$4.00
- Send in your title card from your Coleco data pack to be converted to disk. Titles which can be converted are: Buck Rodgers, Donkey Kong, Donkey Kong Jr., Dragon's Lair, Zaxxon, Recipe Filer, 2010: The Text Adventure, Richard Scarry's Best (specify 320K or 720K disk size), The Best of B.C., SmartLetters & Forms, CP/M 2.2., etc.
- SmartFILER UPGRADE to VERSION 27D ..... \$4.00
- Send in your SmartFILER Disk or DDP to be upgraded to Version 27D.
- INFOCOM CONVERSION to ADAM CP/M FORMAT ..... \$4.00
- Send in INFOCOM titles to be converted to an ADAM CP/M format. We can convert: Zork I, II & III, Planetfall, Deadline, Starcross, HitchHiker's Guide to the Galaxy, Leather Goddess' of Phobos, Stationfall, Plundered Hearts, Seastalker and Ballyhoo.

## MANUALS & BOOKS

- ACCESSING VRAM ..... \$12.95
- ARTWORK REVIEW MANUAL ..... \$9.95
- BASIC PROGRAMMING TUTORIAL (Disk or DDP) ..... \$14.95
- DISASSEMBLY: EOS ..... \$14.95
- DISASSEMBLY: SmartBASIC V1.0 ..... \$24.95
- EzREF GUIDE 101, 102 & 103 ..... \$9.95
- FROM BASICS TO BASIC ..... \$19.95
- HACKER'S GUIDE TO ADAM VOL. I ..... \$11.95
- HACKER'S GUIDE TO ADAM VOL. II ..... \$11.95
- HACKER'S GUIDE VOL. 1 & 2 PROGRAMS (Disk or DDP) ..... \$5.00
- LEARNING TO DRAW WITH ADAM (Z-80) (Disk or DDP) ..... \$24.95
- LEARNING TO READ WITH ADAM (Z-80) ..... \$24.95
- LEARNING TO WRITE WITH ADAM (Z-80) (Disk or DDP) ..... \$24.95
- MacADAM MANUAL ..... \$19.95
- MacADAM DEMO FILES (Disk or DDP) ..... \$5.00
- N.I.A.D. PUBLIC DOMAIN REVIEW BOOK ..... \$5.00
- SOFTWARE REVIEW MANUAL ..... \$19.95
- TDOS OWNER'S MANUAL ..... \$2.00
- TEMPLE OF APSHA! MANUAL ..... \$2.00
- THE ADAM SURVIVAL GUIDE ..... \$19.95
- THE BEST OF ELECTRONIC ARTS MANUAL ..... \$2.00

## N.I.A.D. BACKISSUES

- N.I.A.D. NEWSLETTER BACKISSUES ..... \$1.00
- All issues are available except for N.I.A.D. Newsletter Issues # 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 13, 14, 15, 19, 20, 23, 42, 55, 66 / 67, 74 and 75. Not valid towards special pricing.

**ENTERTAINMENT**

2010: THE TEXT ADVENTURE (DP)	\$29.95
ADAM BOMB (64K)	\$19.95
ADAMWARS II	\$13.95
ADDICTUS	\$19.95
AFL FOOTBALL	\$14.95
BEST OF BRODERBUND (DP)	\$24.95
BEYOND TREK (64K)	\$15.95
BIBLE JEOPARDY	\$14.95
BILLY SAGA VOL. I	\$15.95
BILLY SAGA VOL. II	\$15.95
BLACK GOLD	\$15.95
BRAINSTORM	\$16.95
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## MISCELLANEOUS VOLUMES

**SMARTBASIC BNDV # 1 - 36:** 36 different volumes containing SmartBASIC entertainment, application, graphics, patch, utilities and other misc. programs. Most volumes are auto-booting and contain SmartWRITER documentation.

**SMARTBASIC UTILITIES UNDV # 1 - 2:** 2 different volumes containing SmartBASIC utility programs such as file copiers, backup utilities, patches and other misc. programs. Volumes are auto-booting and contain SmartWRITER documentation.

**SmartLogo UNDV # 1 - 5:** 5 different volumes containing SmartLOGO entertainment, application, graphics utilities, patches and other misc. programs. Volumes require the user boot SmartLOGO first, contain SmartWRITER documentation.

**ADAMCALC ANDV # 1 - 34:** 34 different volumes containing ADAMCALC spreadsheet formulas, tutorials and demonstrations. All volumes require the user to boot ADAMCALC first and contain SmartWRITER or ADAMCALC documentation file(s).

**CP/M 2.2 CNDV # 1 - 58:** 59 different volumes containing CP/M 2.2 utilities, games, interpreters, patches, compilers, word processors and other misc. programs. Volumes require the user boot CP/M 2.2 first, most programs contain documentation.

**CP/D SIGNS SNDV # 1 - 2:** 2 different volumes containing SignShop/NewsMaker graphic files for use with these programs by Strategic Software. Volumes require the user boot SignShop/NewsMaker first and contain SmartWRITER documentation.

**PIPBALL GAMES PNDV # 1 - 7:** 7 different volumes containing Piplball Construction Set pipball games which were designed with this public domain program by Coleco. Each volume is auto-booting and contains SmartWRITER documentation.

**VIDEOTUNES SONGS VNDV # 1 - 3:** 3 different volumes containing many assorted song files each that are for use with VideoTunes by FutureVision. Each volume requires the user to boot VideoTunes, then load the song file.

**DMIDI SONGS MNDV # 1 - 8:** 9 different volumes containing many assorted song files each that are for use with Midi-Recorder by Bonardi Systems for the MIDI-MITE.

**SOLO-ADVENTURE PACK VOL # 2 - 3:** 2 different volumes of Solo Adventures for use with Mage Quest by Reedy Software. Each volume requires the user to boot Mage Quest first and contain SmartWRITER documentation.

**DISUPER FRONT LINE DEMO:** A Coleco In-House demo of the newer completed supergame version of the ColecoVision cartridge Front Line. Program is auto-running.

**DNAD BACKISSUE INDEX:** SmartFILE database detailing the contents of past NAD Newsletters through 1987. Requires that the user boot SmartFILE first.

**DUKKS MINI-REVIEWS VOL #1-2:** 2 different SmartFILE databases with mini-reviews of hundreds of software and hardware products. Requires that the user boot SmartFILE first and then follow the included instruction sheet on how to access.

**ADAM SUPPORT DIRECTORY:** SmartFILE database containing names, addresses, etc. of ADAM support firms and user groups by Hector Sanchez. Requires the user boot SmartFILE first and then follow the SmartFILE instruction manual.

**FLASH FACTS: MUSIC STUDIES:** Eight flashcard files for use with the Electronic Flashcard Maker by Coleco dealing exclusively with music theory. Requires the user boot E.F.M. by Coleco first and contains SmartWRITER documentation.

**COLECO PRESENTS: SOFTWARE:** Coleco self-booting database program containing lists of planned Coleco software and cartridges for the ADAM and ColecoVision, DDP ONLY.

**DN.I.A.D. GOLD VOL #1 - 5:** 5 different volumes of enhanced SmartBASIC programs Vol. I - Games, Vol. II - Text adventures, Vol. III - Science & Education, Vol. IV - Home & Business and Vol. V - Utilities. Each volume contains documentation.

## GRAPHICS VOLUMES

**RULE PIGS VOL # 1 - 4:** 4 different volumes of RLE picture files which can be viewed in SmartBASIC V1.0 with the included CopicFAST program or in PowerPAINT. Also contains SmartWRITER documentation.

**DREDDY ART GALLERY VOL # 1 - 2:** 2 different volumes of 13 SmartPAINT format picture files to be viewed in SmartBASIC V1.0 with the included loader program or in PowerPAINT and other programs which support the SmartPAINT format.

**DN & B PIX VOL # 1 - 28:** 29 different volumes of 13 SmartPAINT format picture files to be viewed / edited in PowerPAINT, ShowOff, I, etc.

**DPAINMATES VOL # 1 - 13:** 13 different volumes of clip-art, sprite and font files for use with PowerPAINT, SpriteOWNER and CLIPPER by Digital Express. The Print Works or The Label Works by Walkers Software Co., and other assorted programs.

**DPAINTHOMS VOL # 1 - 4:** 4 different volumes of assorted letterheads, labels for files and miscellaneous graphic files for use with PowerPAINT by Digital Express.

**D.C.G.P. PIX VOL # 1 - 3:** 3 different volumes of picture files for use with the Coleco Graphics Processor. All pictures are taken from Coleco / ADAM programs, and carts through the use of the cartridge version of The Coleco Graphics Processor.

## ENTERTAINMENT VOLUMES

**DISUPER BUCK RODGERS:** This is the supergame which comes with the ADAM

Computer and is offered here for replacement in the case of damage to your original.

**PIPBALL COM. SET / HARD HAT MACK** (Best of Electronic Arts): Coleco supergame pack contains two great games in one package. New bug free version w/ 2 demo pipball games and an instruction sheet. Add \$2.00 for 40 page manual.

**DISUPER SUB-FROC:** Coleco supergame pack version of the Sub-Froc cartridge. This is a tremendous 3-D arcade action game with great graphics and a Hall of Fame option as well as an instruction sheet.

**LTHOLL'S TALE:** Coleco supergame pack originally developed by Sirius Software. This is a children's adventure game with good graphics and offers a strong challenge as well as an instruction sheet.

**DJEOPARDY:** Coleco supergame pack of the popular television game show. Fabulous game with great graphics, multi-player ability, load / save games and a Hall of Fame options as well as an instruction sheet.

**DGABBAGE PATCH KIDS: ADV. IN THE PARK:** Enhanced version of the popular ColecoVision cartridge of the same name, but with better graphics and added obstacles to be avoided by the game(s).

**DTEMPLE OF ARSHAI Revision 2:** Epyx supergame pack which was never released. This is a role playing adventure with graphics and some arcade sequences. DISK and DDP not compatible. Comes with instruction sheet.

**DYOKES ON YOU / MATH WIZ:** Carts which were developed by Fox Games & Sierra. Play the role of a rooster in helping the chicken collect her eggs and tremendous math skills arcade builder for ages 4-up. Comes with instruction sheet.

**DA-CHESS (SARGON):** Great graphic chess game which was developed in CP/M and modified by Chris Braymen. Comes on an auto-booting media and includes documentation on how to use.

**D5 SCREEN DONKEY KING JR.:** Coleco's In-House version of Super Donkey Kong Jr. with an additional 5th play level. MARIO'S BAKERY (arcade version doesn't even have this level). This version automatically runs through all screens.

**DCHESSES SOLITAIRE:** Great graphics version of chess where you try to guess the moves of the masters (15 different classic games are included). Also contains a second game, Knight's Tour, and documentation in program.

**DISUPER DAM BUSTER:** Supergame version of the cartridge with added screens and Hall of Fame. The only flight simulator available for ADAM and one of the best games ever made. Are you good enough to defeat the NAZI forces?

**DTHE BEST OF B.C.:** A two supergame pack with B.C.'S QUEST FOR TIRES and B.C. II: GREG'S REVENGE developed by Coleco of Canada. Help Thor past obstacles to find Cule Chick and to find the Meaning of Life.

**DMOAVG PHRASE PAK:** An additional 300 phrases for use with Phrase Craze by Reedy Software. Compiled by George Drank. Contains SmartWRITER documentation.

**DTHE ABOINABLE SNOWMAN:** Search the Great White North for the illustrious face. Contains SmartWRITER documentation.

**DCLASSIC UNRELEASED CARTS:** A collection of 8 cartridges: Fall Guy, Video Hustler, M.A.S.H., Super Cobra, Memory Manor, Word Fand, Artillery Duel and Torment the Barbarian which were never released or wouldn't work on the ADAM in their cartridge form. Contains SmartWRITER documentation.

## UTILITY VOLUMES

**DECS DISK MANAGER:** Coleco utility program which was supplied with the 5 1/4" 160K Disk Drive. Also, contains the most current Coleco EOS Revision, Rev. 7.

**DSPPEED CHECK V2.0:** Enhanced Coleco digital data drive test program to assure proper speed operation of drives for best read / write performance. Best results will occur by purchasing disk from us instead of ddp and then copying over to ddp.

**DADAM UTILITIES:** Coleco In-House utilities, test and demo programs combined on an auto-booting media. Memory expander required for some of the system testers.

**DMACADAM:** 280 / EOS Assembler written in machine code for the Intermediate to advanced machine code programmer. Contains manual in SmartWRITER format.

**DSTRATEGIC SOFTWARE PATCHES:** SmartBASIC V1.0 programs for patching Strategic Software's SignShop, NewsMaker, MultiWhite, Microworks, etc. programs for use with dot matrix printers as well as major enhancements made to the MultiWhite Word Processor. Contains SmartWRITER documentation.

**DCOLECO GAME COPY:** Coleco In-House cartridge copy utility, as well as a media backup utility, rolled into one program. Will copy most of the available cartridges.

**DSHAPEMAKER:** Great SmartBASIC V1.0 utilities for creating shapes and placing text on the HGR or HGR2 screen. Shapes created can be used in PowerPAINT. Contains SmartWRITER documentation.

**DMEDIA MATTE:** These tremendous utility programs for editing data packs and disks in SmartBASIC V1.0. Contains informative SmartWRITER documentation.

**DQUICKCOPY V5.0:** Excellent machine code copy program (block and file) with additional ramdrive and ramcopy software. Compatible with all memory expanders and disk drive sizes. Contains a 37 page manual in SmartWRITER format.

**DCOLECO IN-HOUSE PROGRAMS:** Six separate programs: three diagnostic

programs along with the Tunnel'n Trolls, ADAM and Music demos.

**DMIDI DRIVERS & DEMOS:** A collection of MIDI SmartBASIC V1.0 utilities programs along with technical information of the MIDI file setup. Contains SmartWRITER documentation.

**DSOFTWARE BACKUP V1.0:** Allows for the backing-up of bootable programs onto the same media. Up to six self-booting programs can be placed on one Software Backup disk. Most program work in Utilities SmartWRITER documentation.

**BR1.D. TEST:** Coleco's own In-House utility designed specifically for testing the operation of the 5 1/4" 160K Coleco made disk drive. No technical knowledge required, just boot-up and wait for the results. Contains SmartWRITER documentation.

## PRODUCTIVITY VOLUMES

**DADAMLINK II:** Coleco's advanced telecommunications software with all the features of ADAMLINK I and the added ability to up and download ASCII files. Comes with addendum instruction sheets to the ADAMLINK I manual.

**DMARKET MONITOR:** Coleco of Canada management system program for the personal investor. Not totally bug free. Contains SmartWRITER documentation.

**DYAX PLANNER:** Coleco of Canada business software which will create a clearer and more complete picture of your tax situation. Contains SmartWRITER docs.

**DVISI-SPRITE V6.0:** Advanced sprite development package with many powerful built-in features. This is the clipware version of the copyrighted version 6.5 and is made available for demo purposes and a chance to test out before buying V6.5.

**DADVANC:** Great graphic design utility from France using a point-and-click method of operation along with a SmartBASIC V1.0 utility to convert DAVINCI files into GraphiX/PAINTER files. Contains SmartWRITER documentation. DISK ONLY.

**DX-10 CONTROL SOFTWARE:** Home appliance control / security system. Contains a Serial Interface, Serial Cable and the X-10 Hardware. Contains SmartWRITER documentation.

**COLECOED GRAPHICS PROCESSOR:** Coleco's graphic design utility used to create graphics for cartridges and supergames. Now, on an EOS media. Instructions are provided as well as a picture file conversion program. Requires memory expander.

**DTDOS V4.5B:** Super enhanced version of CP/M 2.2 which operates much like MS-DOS. Adds many new features. On 1 - Data Pack \$6.00 and \$2.00 for 30 page manual OR on 2 - 5 1/4" Disk \$9.00 with manual in Doc file.

**DSMARBASIC V1.0:** Coleco's original SmartBASIC which came with the ADAM. This is available for replacement on DDP / DISK and has been enhanced for disk owners.

**DSMARBASIC V2.0:** Coleco's extended / enhanced version of SmartBASIC V1.0 (49K versus 28K) with memory expander access, but is not fully compatible with V1.0. Contains SmartWRITER documentation.

**DFRENCH BASIC:** Great modification of SmartBASIC V1.0 with demos. Must have version for the serious programmer that includes 10 new commands for using sprites, windows, easy color changes, etc.

**DSMARBASIC V2.1:** Nice modification of SmartBASIC V2.0 that adds macros for string inputs, formatter and backup programs. Contains SmartWRITER documentation.

**DSMARBASIC V2.0 40 COLUMN:** 40 column text version of SmartBASIC V2.0 which works in STWEM or EXTMEM modes. No longer do you have to bother with a non-standard 31 column screen. Contains SmartWRITER documentation.

**DAUSTRALIAN SMARTBASIC:** Enhanced SmartBASIC V1.0 with SMARTKEY display of some of the most often used SmartBASIC commands (ie: RUN, LIST, SAVE, etc).

**ADAM FORTH V1.1:** ADAM compatible version of this popular programming language. Comes with a number of programs on media and instruction sheet.

**DGOLECO PERSONAL CP/M:** Coleco's In-House version which evolved into CP/M 2.2. Made available for collectors and as an easy way to test the ADAM components. Comes with instruction sheet.

**DTRACKER:** Allows for the tracking of Hurricanes in the Gulf Coast area. Enter 14 x and Y coordinates and then save them as a file or view the hurricane in action on the high-resolution map of the area. Includes SmartWRITER documentation file.

**DSP-1 CUSTOM PRINTER SOFTWARE:** Specialized software patches for use in SmartWRITER. Used to imbed software commands. Available for the following printers: Parasonic 1080 / 91 / 82 / 83, Star G10 / G20, Epson FX / FX, Blue Chip, Olympia 880, Brother 2024L, Smith Corona Fastjet 80 / D5000, Oki 182 / 182.

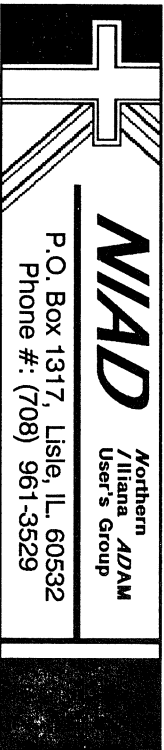
**DBASEBALL STATISTICIAN:** Comprehensive stat compiler for pitching, batting and team statistics with full line of edit features, save option, print features for ADAM Printer or dot matrix by Wizard's Lair. Comprehensive instructions in SmartWRITER.

**DPAIN PALETTE:** For use with PowerPAINT. Will provide you with over 200 different shades of color, where normally the total number of colors accessible is 16. Contains SmartWRITER documentation.

**DSMARBASIC CONSTRUCTION KIT:** Designed to aid the novice programmer driven and auto-booting. Contains SmartWRITER documentation.

**DADWAGONE DAWGS:** This program will, on a consistent basis, select the dog most likely to win at the local dog track through data that is inputted by the user. However, this is not a get-rich-quick scheme. Contains SmartWRITER documentation.





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