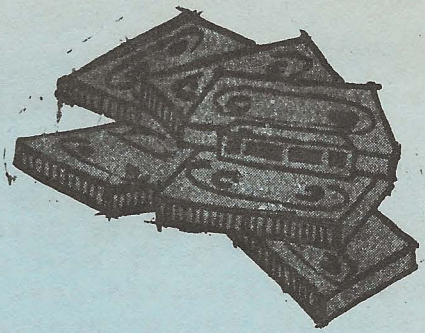


Adam Connection

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INTRODUCTION

International Computing is making a large investment in the software future of the ADAM FAMILY COMPUTER SYSTEM. We are working on software products at both the assembly and basic language level, as well as both serious and entertainment oriented. We are striving to become leaders in the software field for the ADAM. To achieve this goal, we need your support!

One of the problems that developers of software have is that it takes a lot of initial time and money to create the product before any revenue from its sale is generated. All too often when it is finished, customers are not familiar with the development cycle for software and perceive that that is what the product cost. NOT TRUE!!

If we can't make enough sales because people are stealing copies of our products, we will not continue to put our efforts into developing products for the ADAM. So the bottom line is simply this: Respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

LICENSE

Programs contained on **THE ADAM CONNECTION** digital data pack are copyrighted by International Computing. Copies of the programs may not be made except for the **PERSONAL USE OF THE ORIGINAL PURCHASER**. These rights are non-transferable. The programs are expressly intended for the personal use of the original purchaser and it is expressly forbidden to use the programs in a rental, leasing, or exchange program of any kind without the written permission of International Computing.

WARRANTY INFORMATION

All International Computing computer programs are sold on an **as is** basis **without warranty**. International Computing shall have no liability or responsibility to consumer or any other person or entity with respect to liability, loss or damage caused or alleged to be caused directly or indirectly by computer programs sold by International Computing.

If the digital data pack should become unusable for any reason, within sixty days of purchase, International Computing will replace it free of charge if the original and the dated invoice is returned post paid. If after sixty days, the data pack should become unusable for any reason, International Computing will replace it if the original is returned post paid for a charge of \$3.00. International Computing will exchange data pack versions of our software for diskette versions, if the original data pack is returned post paid for a nominal charge of \$6.00. We will gladly assist the customer with any problems encountered in understanding or using our computer programs.

Hello fellow keyboard pouncers! Welcome to the first issue of THE ADAM CONNECTION! We hope that you will enjoy this issue and the many programs that we have in store for you!

A look at this issue's catalog should show that we have eight exciting programs for your enjoyment! Type [CATALOG] after booting SmartBASIC and inserting your ADAM CONNECTION digital data pack.

Volume: CONNECTION

- *A COVER1
- *A GALLERY1
- *A JUKEBOX1
- *A WINDCHILL
- *A CAPER
- *A BOOKMASTER
- *A TIMEPIECE
- *A BLAST

The above should appear, showing you the file names for the programs contained on the digital data pack. You can load them in any order, or you can follow these instructions step-by-step.

Program: COVER1

Each issue of THE ADAM CONNECTION will contain a cover program. The cover program will consist of a short lo-res or hi-res animation sequence or a musical tune, along with our disclaimer and copyright notices.

COVER1 contains a short lo-res animated sequence of a spaceship docking with a space station to re-fuel, complete with sound effects!

If you have written an animated sequence, or you have anything that would be fitting to include with our cover program, submit it to us. We'll pay you for submissions that we use, and even if we don't use your program, we'll refund your shipping costs.

Program: GALLERY1

Each issue of THE ADAM CONNECTION will contain ART GALLERY. ART GALLERY will contain hi-res displays and digitized drawings submitted by our readers. After loading the program, the menu should lead you step-by-step in using the program.

Be sure to read the submission info by pressing SmartKEY IV at the main menu. ART GALLERY NEEDS YOUR SUBMISSIONS!

Program: JUKEBOX1

Each issue of THE ADAM CONNECTION will contain JUKE BOX. JUKE BOX will contain several computer renditions of your favorite musical selections.

JUKEBOX1 contains three exciting sound effects for you to use in your own programs. Lines 130-150 contain the data required to make the sound effects, while the actual programs required to make the sound effects are contained in:

SOUND EFFECT 1: Lines 270-310
SOUND EFFECT 2: Lines 330-370
SOUND EFFECT 3: Lines 390-410

Be sure to press SmartKEY IV to read over the submission info. JUKE BOX NEEDS YOUR SUBMISSIONS! We'll make the \$100.00 offer even better: Submit a recent rock song that plays for three minutes or more in three voices and we'll send you \$100.00 plus give you the next three issues of THE ADAM CONNECTION absolutely free! A total value of more than \$130.00!!!

Program: WINDCHILL
TECHNIQUE

Now you have a way to determine just how cold you will be on those frosty winter mornings. WINDCHILL FACTOR does it all for you in both U.S. and METRIC systems.

Lines 10-50 contain the copyright notices. Lines 60-190 put the menu on the screen and control the system to be used: U.S. or Metric. Lines 200-340 ask you to input the outside temperature and the wind velocity. Lines 350-480 contain the equations to figure out the wind chill factor and the outside conditions. Lines 490-620 print the weather report on the screen and return you to the main menu. Line 999 clears the screen and ends the program. Line 1000 contains a subroutine to center phrases on your TV or monitor screen.

Show your friends that your ADAM is also a weather reporter!

Program: CAPER
ENTERTAINMENT

In THE GINGERBREAD CAPER you join Hansel and Gretel who, as always, are lost in the forest. Your decisions take the story to the end. There aren't too many tricks in THE GINGERBREAD CAPER since it is geared to the younger members of your family who use the ADAM.

THE GINGERBREAD CAPER is meant to show you how a story can be set up to make different choices result in different events. The program itself is programmed in the linear method because you move through the story in a straight line - most of the time. It takes up a lot of room for the few decisions and small amount of action it provides. However, it is a very good style to use if you are just starting to program adventures.

Note that lines 180-320 draw the cute hi-res title screen for the program using simple mathematical functions such as SINE and COSINE. The eyes and nose are drawn using the DRAW, SCALE, and ROT commands.

Program: BOOKMASTER
HOME/HOBBY

Keep track of your books with BOOK MASTER, a homebrew librarian. BOOK MASTER files you books with nine data fields that you input by pressing SmartKEY I at the main menu: Book title, book author, book subject, publisher and date, ISBN number, library of congress number, date bought, and the approximate value of the book.

The program does not edit each field for the suggested maximum length. The more characters you use, however, the faster you will use up your available memory. Lines 110 and 130 clear the variables and dimension the fields for at least fifty books. However, you can store 100 or more books on your present ADAM system, and more than 200 when the 64K Memory Expansion becomes available.

The key to the book inventory file is the book number field, used while adding or changing records. Code the Book Number value as you like. You could use a sequential number, an alpha-numeric code to distinguish hardback books from paperbacks, a coding system to identify location by room, shelf and position, or a combination of all these examples. The file building routine is lines 1000-1300. Note that the file building routine allows you to add records after a file is loaded into memory from digital data pack. When inputting the date purchased, you must input it as MMDDYY, since this is a numeric variable. (Ex: 040484 for April 4, 1984.

You can search the book records in memory by Book Number (lines 2240-2420), by Book Title (lines 2430-2570), and by Book Subject (lines 2580-2730).

When search by Book Number, the number must match one in memory exactly or a prompt will return you to the main menu. The other two search routines do not require the entire title or subject. Each routine compares the title or subject to the leftmost characters entered. After the first records to meet the criteria is displayed, the program prompts for another search argument. If you press [RETURN] the program uses the previous argument to search through the remainder of the file for another match.

Lines 480-700 saves the book inventory on digital data pack. When a Book Number equals End the routine ends.

Lines 710-980 loads a book inventory file from digital data pack. If this routine finds a book value equal to zero or a book number equal to End the routine ends. After the file is loaded into memory, the program displays the amount of free memory available.

A simple routine to total the value of all books in memory is in lines 1680-1860.

Lines 1310-1670 contain the routine to change any data for a book in memory. If you enter a valid Book Number you will be prompted to enter a number for the field to be changed. After the changed data field value is displayed you will be asked if it is correct. If so, you must type [Y] or [N] in capitals or the program will not respond to your input. Afterwards, you can enter another Book Number or return to the main menu.

The printing routine is in lines 1870-2230, 4000-4150. The program prints 55 lines per page, allowing ten to eleven books on each page. When the routine completes printing the file currently in memory, it prompts you if you wish to load and print additional book inventory files on digital data pack.

Note that at any main menu or prompt, you can press [ESCAPE/WP] to exit the program. After doing so, you will be prompted to save the file to digital data pack if you haven't done so. If you have, press [ESCAPE/WP] again to end the program.

If you should run into a SYNTAX ERROR, I/O ERRORS, or exit the program by mistake, you can type [GOTO 140] to re-enter the program without losing any entered data.

We hope that you find BOOK MASTER useful, and that you learn a few programming techniques from the program itself.

A disk version of BOOK MASTER will be marketed by International Computing early next year containing enhanced features. However, the version that you have in your hands can be easily upgraded to disk when the ADAM disk drives become available and we will have the enhancements right here in a future issue of THE ADAM CONNECTION.

Program: TIMEPIECE
HOME/HOBBY

Did you know that your ADAM can tell time? With TIME PIECE, your ADAM becomes an accurate desk clock!

Upon running TIME PIECE, you are asked to input the correct time as HH MM SS. If the time is twenty minutes after seven (7:20), then enter [07 20 00].

TIME PIECE is accurate to within (plus or minus) five seconds an hour. However, you can change the timing function in line 80 (T=987).

Add an hourly chime or make TIME PIECE an alarm clock if you wish.

Program: BLAST
GRAPHIC/SOUND TECHNIQUE

We thought that we would end the first issue of THE ADAM CONNECTION with a blast, so the last program in this issue is BLAST!

The program should draw random lines on the screen while making the noise of a firecracker going through the air.

We here at International Computing hope that you enjoyed the first issue of THE ADAM CONNECTION as much as we did putting it together. What does the future have in store for you? In the next issue, we'll have another mini adventure entitled TREASURE TROVE. We also have THE GRAY ELECTRONICS GROUP working on an arcade game for you called SPACE CASTLES. We also have a lot of other feature programs planned for the next issue, so stay tuned.

If you have any suggestions, questions, comments, or enhancements to our programs, send them to us. We'll print questions and enhancements right here in this newsletter companion for THE ADAM CONNECTION.

Do you have any programs that you have written for the ADAM? Educational and entertainment games, home and business programs, graphics and music programs - are needed for THE ADAM CONNECTION. We'll pay you from \$50.00-\$150.00 for programs that we use here in THE ADAM CONNECTION. Even if we decide not to use your program, we'll promptly refund your shipping costs. You can't lose by submitting your programs now! In fact, all programs submitted become eligible for the ADAM PROGRAMMING CONTEST to begin later this year, with a grand prize of \$500.00!!!