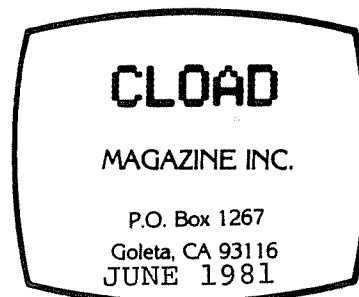


We didn't leave Tom behind, did we...?

CLOAD is on the move! We got a bit tired of driving 10 miles to work (I can see the commuters out there wiping away the tears) and quite a bit tired of the airport noise (it is an art to talk to Atlanta over the sound of a taxiing Lear jet). Our new location has a yard (Jed Dog is pleased), an acupuncturist next door (for Robin's back?), a hairclipping joint across the way (for me? - I doubt it), a kitchen (Tom's shop?), and a bar two doors over (for Donna - and the rest of us)...



*****				
*				*
*	Side	Title	Turns Count	
*				*
*			CTR-41	CTR-80
*				*
*	****	CLOAD Cover	17 & 260	10 & 152
*	** **	Seasonal	53 & 286	31 & 169
*	** **	Trending	138 & 350	81 & 206
*	****	Breakthrough (System Breakt /)	217 & 412	127 & 243
*				*
*				*
*	**	Backpack Instructions	9 & 252	6 & 148
*	***	Backpack Adventure	60 & 289	35 & 169
*	**	Disk Catalogue		
*	****	(Model I DOS only)	196 & 394	115 & 231
*				*
*				*
* CLOADing Notes - This tape may load at an ODD RECORDER VOLUME. Set the volume LOWER than normal for your first attempt, then increase it slightly until the tape loads. If the first copy of a program won't load, try the second. That is why it is there. Model I only: Put an AM radio very close to the keyboard, tune it to a non-station, and you can listen to the tape loading in. Adjust the recorder volume so the hash from the computer sounds 'cleanest' during a load.				
* Model III notes - Load the tapes at the LOW speed (POKE 16913,0). An occasional program will NOT run. There may be upper and lower case goofs in some programs. Arrow keys often are translated as follows: (↑, ↓, ←, →) = ([, \, ], ^).				
*				*
*****				

This month, another hedonistic cover! CLOAD Cover starts by writing our name small, then bigger, then BIGGER...etc. That's just the beginning. It then flashes the sizes in order, making CLOAD jump right out at you. Finally, the cover settles down and just prints the name in big letters above a series of 1's and 0's.

A series of 1's and 0's? You're asking, "What are they doing there?" That's the same question I asked! Let's see... There are eight numbers - must be a byte! Oh, they must spell out C-L-O-A-D in binary ASCII. The first number was 00001100 (a 12 in base 10). Wait, that's not a 'C'! A 'C' is 01000011 (67 base 10). The second time through, a 01011000 appeared (88 decimal). That's an 'X'! Time to look at the code. Lines 465-475 show that the numbers are randomly generated (ON RND(2) GOTO). Now, why?

Some old connections in the soft grey matter fuse together and I begin to remember that fall day back in November when I first looked at the program... 'The cover is neat, but it needs to do something different on each cycle. What if I add a little something at the end of the flashings....' I admit it! I added the random eight bit generator. And it was so odd that I didn't even remember doing it. And I still don't know

what it's doing there. Baffle your friends...

Seasonal is a program for those of you who like to manipulate the facts to your best advantage. You feed it a bunch of data taken over a period of time at constant intervals, and this program will sit on it and close doors on it until it conforms to a pleasant range. Since I have avoided statistics, like I avoid mowing the yard, (the excitement of graduating was nothing compared to the day that I found out that I had just barely passed the last required statistics course), I won't even pretend to know exactly what it is doing. And if you are honest, neither will you...

You can use the munched data you got from Seasonal, or some other data, and feed it to Trending. Trending also takes a bunch of data from a particular operation, but it uses it to predict trends. This is understandable! It uses three different common methods to predict the future path that the operation will take, and you get to pick the one to believe.

Say that you wanted to find out whether you got more raisins per mouthful when you first dug into your bowl of raisin bran compared to the number at the bottom of the bowl. You could count the number of raisins in each mouthful as you eat breakfast. But if you didn't have a few hours to spare in the morning, you could just count the raisins in the first dozen spoonfuls, enter that data into Trending, and get a good idea of the number of raisins to expect in your last couple spoonfuls. You could also switch to Cocoa Puffs...

If you only have 16K of RAM, limit your data input to Seasonal to 75 entries (Model I) or 70 entries (Model III), and your data input to Trending to 95 entries (Model I) or 85 entries (Model III).

Breakthrough is a machine language game of the 'there was something like it at the arcade' variety. The object is to knock out all of the bricks in a wall by moving a paddle to repeatedly rebound a ball back into the wall. To use Breakthrough, type 'SYSTEM' <enter>, answer the '\*' with 'BREACT' <enter> (the program now loads in), and answer the next '\*' with '/' <enter> to play the game. You will notice that the instructions appear on the screen AS the beginning of the program is being loaded in. This neat feature causes havoc when one tries to put Breakthrough on disk. NEWDOS' LMOFFSET (Model I) chokes on it because it loads to non-adjacent places in system RAM (so it could not be easily relocated out of the DOS' way), TRSDOS' TAPEDISK (Model I) couldn't swallow it because it loads over DOS, and TRSDOS' TAPE (Model III) put it on disk, but retrieving it again only put the instructions on the screen (attempting to execute the game itself caused a system reboot). So, DOS users, this program probably has to be loaded and run in non-disk BASIC (hold down the <break> key and hit the <reset> button to drop down to normal BASIC). If you want to try to put it on disk yourself, the pertinent addresses are start=17200, end=20377, entry=18460 and the stack can go from 17180-17160.

A few things to know - 1) You only get one wall of bricks per game (no new wall appears if you polish off the first one). 2) Knocking out all the bricks may not give you the highest possible score. You would have to knock out all of the bricks in the most difficult game to reach that score. 3) The 'J' and 'L' keys move the paddle (not the arrows as you would expect) and the 'K' key serves a new ball or starts a new game after you finish one.

Summer's here! And now it is time to indulge in one of my favorite pastimes - backpacking. Oops, Robin says I have to finish this first.

Well, as soon as she and Donna finish playing their 76th game of Breakthrough, I'll go on a Backpack Adventure. Occasionally somebody submits a program that touches one of my weak spots, and it gets accepted for publication without a second thought. I ran the instructions, and I found myself in the mountains by a lovely waterfall gazing across a meadow at a feeding deer. Maybe it will hit you the same way. Or maybe my mind is truly warped...

The adventure itself is nice, too. As you backpack toward your goal of Snowy Mountain, you must obey some basic backcountry rules (like putting out the fire before sleeping) or you might invite disaster. You can also do some of the nice things (fish, swim, take pictures, etc.) if you have the equipment along. Note: all input to the program must be in upper-case letters.

Disk Catalogue will automatically catalogue all of the programs (except system ones) that you have on your disks into one file. You can then reference this file to see what disk a particular program is on or to see what programs are on a certain disk. This program will not work on the Model III format disks and may not work on non-standard Model I format disks.

'Love is never having to say I'm sorry...'

To those of you who have submitted programs for possible inclusion in CLOAD in the last couple months, I'm sorry (it was just infatuation) that I haven't had a chance to look at them yet. This moving and the starting up of CHROMASETTE Magazine have kept all of us at warp 8. I haven't forgotten you...

Speaking of submissions (I haven't even done the ones I'm supposed to, and I want more?), you (or anybody!) who have the Extended BASIC Color Computer can send your programming efforts to us. We will use the policies concerning your submissions that we use for CLOAD. Write for more information. Save me from having to write or translate all of the programs for CHROMASETTE...

Ok, you've now heard of CHROMASETTE Magazine. What is it? CLOAD Magazine Inc. is branching out (look out McGraw-Hill) and putting out a magazine similar to CLOAD for the TRS-80 Extended BASIC Color Computer. The first issue will (he says confidently) be out in July 1981. Now there will be two magazines to not get out on time! It will be \$45 for a full year or \$25 for a half-year subscription.

To those of you new to CLOAD - the first program on each side of the tape has been CSAVED with the filename 'A', the second with the filename 'B', and so on. The second copy of each program has the same filename as the first. We recommend that you CSAVE any of our programs that you use a lot to another tape for easier CLOADing and just use the issue copy as a backup. See the CLOADing Notes in the index for hints on loading our tapes. This paragraph deals with our BASIC offerings only. System programs are a whole 'nother ball of oxide and instructions for loading them are given in the program description (as in this month's Breakthrough).

'The grass is always greener...'

As of July 1, 1981, CLOAD Magazine Inc. (doesn't that sound official?) is moving its headquarters down the road a bit. Our new address(es) is (are):

CLOAD Magazine  
P.O. Box 1448  
Santa Barbara  
CA 93102  
(805) 962-6271

CHROMASETTE Magazine  
P.O. Box 1087  
Santa Barbara  
CA 93102  
(805) 963-1066

There is always something that you hate to leave behind when you move, and our move is no exception. Stanley Reifel has decided to remain out here in the hinterlands. He was never an official part of CLOAD (he NEVER stuffed one cassette in a mailing envelope, and he's PROUD of it), but he's been here at the shop as long as any of us. He was always ready to help us with any of our hardware problems (note - I didn't say willing - duplication systems leave a bad taste in his mouth) and he was happy to give a hand in getting Tom to do something. We will miss borrowing his tools, his distribution of plastic miniature babies throughout the shop, and cries of 'FOOOOOD' about dinnertime. But as CHROMASETTE gets bigger, I'm sure that we will be calling Stan back to design a new duplication system for that magazine. I can hear his voice on the phone now, 'N0000ooooo.....'

Next month, from a new vantage point,

*Dave*

Ed.

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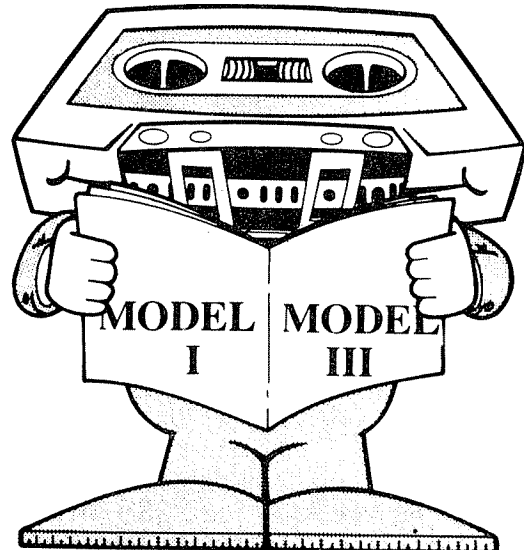
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