

We are a family...



P.O. Box 1448,  
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I do like computers! They do EXACTLY what you tell them to (if you tell them wrong, they do it exactly wrong). Here at the shop I'm surrounded by 'em - a Model I, Level I 4K, 48K Model I & III systems with 2 disk drives apiece, a Model I 4K Level II driving the tape duplication system, a 32K Color Computer with a disk, and Puck (a 64K Model II with 2 disks). Soon, because 'more is better'(?), we are adding another Model II system. Its name? Baby Puck...

April 1982

|       |  |                              |          |        |   |        |     |   |     |
|-------|--|------------------------------|----------|--------|---|--------|-----|---|-----|
| ***** |  |                              |          |        |   |        |     |   |     |
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| *     | Side   | Title                        | Filename | Turns  |   | Count  |     |   |     |
| *     |  |                              |          | CTR-41 |   | CTR-80 |     |   |     |
| *     |  |                              |          |        |   |        |     |   | *   |
| *     | ****   | Pattern Cover                | A        | 25     | & | 276    | 15  | & | 160 |
| *     | ** **  | Chompers Instructions        | B        | 52     | & | 296    | 30  | & | 172 |
| *     | ** **  | Chompers                     | C        | 79     | & | 316    | 46  | & | 183 |
| *     | ** **  | Convert (System - see notes) | CONVRT   | 218    | & | 424    | 126 | & | 246 |
| *     | ****   | Line (System LINE / - Mod 1) | LINE     | 262    | & | 459    | 152 | & | 266 |
| *     |  |                              |          |        |   |        |     |   | *   |
| *     | **   | Rubic's Cube (revisited)     | A        | 11     | & | 268    | 6   | & | 155 |
| *     | ***  | Text Editor Instructions     | B        | 147    | & | 368    | 85  | & | 213 |
| *     | **   | Text Editor                  | C        | 194    | & | 404    | 112 | & | 246 |
| *     | ****   | Teaser                       | D        | 239    | & | 439    | 139 | & | 266 |
| *     |  |                              |          |        |   |        |     |   | *   |
| *     | 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: (↑, ↓, ←, →) = ([, \, ], ^).   |                              |          |        |   |        |     |   |     |
| *     | *****  |                              |          |        |   |        |     |   |     |

Pattern Cover puts pretty patterns on the screen. That's all...

Chompers is probably only the first (sigh) in a long line of Pacman-inspired programs that you will see from us. This one looks nice on the screen and is fun to play, even though it is a bit slow. Read Chompers Instructions for full details. Note - there is sound on the Model I (not on the Model III, and I can't figure out why) if you plug the large grey plug that normally goes to the recorder into an amplifier.

Speaking of Pacman, I visited the 7th West Coast Computer Fair in San Francisco in March. What did I see? At least a million versions of that \$@#% game!!! I also saw that the fair seemed, to my closed mind, to be dominated by the IBM Personal, Apple, and Atari computers. Since the Radio Shack line is still the industry leader, I can only assume (this type of thinking out loud even gets Wayne Green in trouble sometimes) that it is much easier to locate the stuff you want for your R/S machine than it is for the other varieties (due mainly to the number of publications devoted entirely to the TRS-80s), so the vendors feel that there is no need to take their wares to these expensive shows. Or maybe TRS-80 vendors are just cheap (we didn't have a booth, either...).

There have been many times that I have had to convert hex values to decimal and vice-versa during the course of writing or debugging a BASIC program. So whenever programmers asked me if there was a program that they could write for publication in CLOAD, I would tell them to write a machine language hex to decimal conversion program that would reside in high memory and that could be called from BASIC. It only took two years before

Convert fell into my lap! And am I pleased. Now pay attention - Convert creates a machine language program that conforms to your particular machine. It is this created machine language program that you use to do hex to decimal conversions (not Convert - Convert only creates the program).

If you do not have disks, you load Convert by typing 'SYSTEM'<enter>, answering the '\*'? with 'CONVRT'<enter>, and answering the next '\*'? with '/'<enter>. Then answer the questions Convert asks you, having a blank tape ready for receiving the new program module. BE SURE TO WRITE DOWN THE MEMORY SIZE. The new module will be named 'CONV'.

If you have a disk system, you first put Convert on disk using LMOFFSET, TAPEDISK, TAPE, or whatever tape to disk utility you have (start=6E11, end=7FFF, entry=6E75). Make sure the file is named something like 'CONVRT/CMD'. Next, from DOS (not BASIC) execute the program (type 'CONVRT'<enter>). Answer the questions Convert asks you, and when you save your personal module to disk, name it 'CONV/CMD'.

Now you never have to touch Convert again (except to make backups or configurations for different systems). You have your own personal module. Oh yes, what to do with this module?

To run your module, follow these instructions: If you are not using disks, power up your machine, SET THE MEMORY SIZE TO THAT WHICH YOU WROTE DOWN, load in the new program module with 'SYSTEM'<enter>, answering the '\*'? with 'CONV'<enter>, and answering the next '\*'? with '/'<enter>. Now, immediately type 'NEW'<enter>. Your module is ready to run. If you have a disk system, execute the module from DOS by typing 'CONV'<enter>. NOTE THE MEMORY SIZE AND EXECUTE ADDRESS (the execute address is the memory size plus one). Go into disk BASIC (be sure to SET THE MEMORY SIZE). Type 'SYSTEM'<enter>, and answer the '\*'? with '/'(execute address)<enter>.

Finally, whenever you wish to do some hex to decimalling, just type 'CMD'<enter> and you convert to your heart's content. To quit converting, hit <enter> and you'll be returned to BASIC.

Model I's only - get a Line on this one - Line draws lines FAST. To load and run it type 'SYSTEM'<enter>, answer the '\*'? with 'LINE'<enter>, and answer the next '\*'? with '/'<enter>. The program will automatically locate itself to the top of memory and reset the memory size! Now BASIC has a new command in the form:

```
LINE(X1,Y1,X2,Y2,B1)
```

where X1 and Y1 are one endpoint of the line, X2 and Y2 are the other endpoint, and B1 is 0 to erase a line or anything else (1-255) to draw a line. The X and Y values can be variables or expressions as long as the values are in the ranges 0-127 for X and 0-47 for Y. Next month - a demo program to show the abilities of this program. Notes - If you want to use the lowercase driver with this program, load and execute ULCBAS first. The load addresses of Line are start=28672, end=29610, enter=28672.

Play it again, Dave. Heeeeres Rubic's Cube! This time it should be good. Last month we tried to publish this program. But the master disk had other ideas. As near as we can figure, one sector got copied over another. You tell me how... But since the master tape is checked against the master disk, we thought the master tape was fine. WRONG! So those of you who got last month's issue as part of your subscription got a few lines from earlier in the program duplicated after line 5000. In other words, GARBAGE. Back issues of March's issue will have a good version of Rubic's Cube on it. But, hey - I like the program! So why not publish it twice?

If you missed last month's issue, Rubic's Cube allows you to play with the cube or let the computer do it all - including solve it! The cube is shown in orange-peel mode. You enter a rotation (all are done clockwise) by specifying a side (T,B,F,U,L,k) and the number of rotations (1-3). You make a correction to the cube (when you've set it up yourself and made a mistake that the computer catches) by specifying a side (1-6), a column (1-3), and a

row (1-3). Notes - Due to the way that the program is set up, <column 1, row 1> may not be in the upper left-hand corner of every block as you might think. Experiment! Also, the algorithm used works, but it is not the most efficient (beats the heck out of me, anyway).

So you want to write these sheets? Oh, you don't... neither do I. But I love to eat, sleep under a roof, wear clothes, buy records (not a luxury in my case), etc. But Text Editor puts you a step closer in my direction (a ray of hope!). It is written in BASIC so you can go in and diddle with it (how will you ever take over this job if you keep playing with the program, however?). A brief list of the commands from Text Editor Instructions is given below:

|                               |  |
|-------------------------------|--|
| D Delete line                 | B Bottom of text                       |
| R Repeat current line         | P Print text                           |
| E Edit function               | L Load tape/disk                       |
| S Save tape/disk              | M Move line (scroll & use @ to insert) |
| F Find string in current line | I Insert line (end with <enter>)       |
| T Top of text                 | ARROWS - Scroll up and down            |

Edit subcommands:

|                            |                       |
|----------------------------|-----------------------|
| ARROWS - Right/left scroll | D Delete a character  |
| I Insert until @ entered   | @ Exit from Edit mode |

Time for a little relaxation. Teaser is a simple game in which, by following certain rules, you try to flip all of the nine squares, except the middle one, to white. The game has sound, so grab hold of the large, grey plug that normally normally goes to the recorder and plug it into an amplifier. Note - line 510 has a machine language routine embedded in it, so it will list like garbage (especially on the Model I).

Just a bit puzzling...

Last month's Word Puzzle had an extra quote mark at the end of line 10290. As long as you only hit <enter> as you were asked to, it never seemed to bother anything. But if you typed a character before hitting <enter>, you could get a syntax error. So take it out!

Only First Class...

Last month's Disk Mail program brought in a lot of mail. And a lot of questions. Like, "Why do the rest of the addresses disappear when one is deleted"? What a feature! How to cut down your Christmas mailing list in one easy blow! However, if you have a conscience you might want to fix it. So put in the following lines:

```
1260 IF N$(X)<>"##" THEN 1270
1263 M=X+1: N$(X)=N$(M): T$(X)=T$(M): A$(X)=A$(M): C$(X)=C$(M):
      S$(X)=S$(M): Z$(X)=Z$(M): K$(X)=K$(M): I$(X)=I$(M)
1266 IF N$(X)="zz" THEN 1420 ELSE X=M: GOTO 1263
```

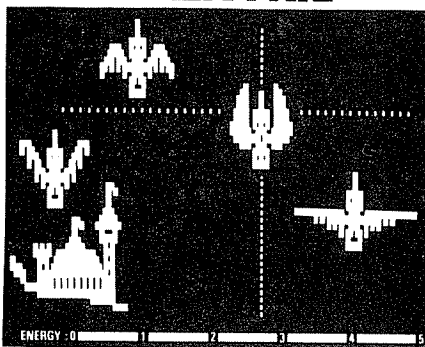
Note the small 'zz's in line 1266. If you have a Model I without the lower case driver, be SURE to hold down the <shift> key when typing the z's in. They will still look like upper case on the screen, but will be treated as lower case by the computer.

If the printed addresses are not lining up vertically for your particular printer and label type, change the 'LPRINT STRING\$(2,138)'s (there are 4 of them) in lines 860, 2000, and 2210 to 'LPRINT:LPRINT's if you need more lines or delete them by replacing them with colons (':') if you need fewer lines.

Finally, if you would like a simple list of all of the people you have on file, add ',2500' to the end of line 180 and add the following lines:

```
165 PRINT"8 = List 'em all
2500 X=0: INPUT"Align printer and hit <enter>";Q$
2510 X=X+1: IF N$(X)="zz" THEN 80
```

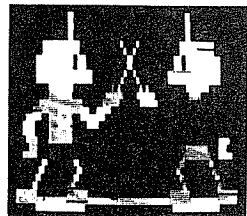
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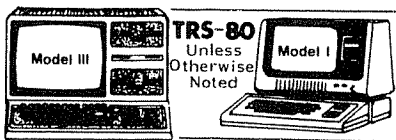
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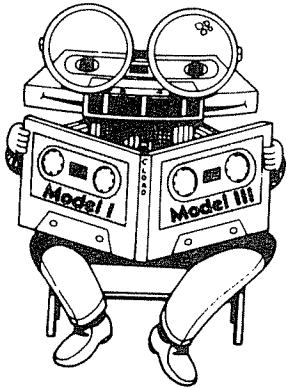
2520 LPRINT N\$(X)" "A\$(X)" "C\$(X)" "S\$(X)" "Z\$(X)  
 2530 LPRINT" "T\$(X)" "K\$(X)" "I\$(X)  
 2540 GOTO 2510

But will they love me tomorrow?

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Bad news travels fast, sinks in slow...

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April showers and all that wet stuff,

*Dave*

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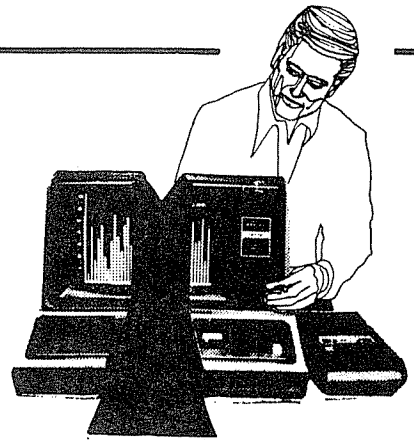
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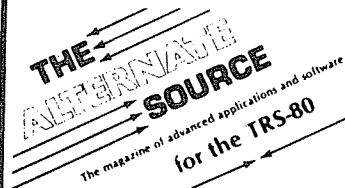
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