

Weighty subject...

When Robin, Tom, and I first started here, the snacks were coffee, pretzels, and Coke. Then I brought in peanut butter and bread, so I could eat lunch at work. Others liked the spread, so in came Ritz crackers. You might say that things have progressed. The last expedition to the supermarket for "shop supplies" netted TWO shopping carts full of food - lunch meats, yogurt, juices, cookies, salad makings, bread, frozen pot pies, cheeses, crackers, nuts, eggs, milk, fruit, peanut butter...



P.O. Box 1448,
Santa Barbara,
CA 93102

September 1982

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*
*   Side           Title           Filename      Turns Count
*                                   CTR-41      CTR-80
*
*   ****          Dots Cover          A          6 & 255      3 & 148
*   **   **        Moon Track          B          58 & 293     34 & 167
*   **   **        Auto-Scan           C         180 & 388    104 & 225
*   ****          Jewels (SYSTEM J /)  JEWELS      224 & 423     130 & 245
*
*   **            Match                A          11 & 259      6 & 150
*   ***           Math                 B         100 & 326     58 & 189
*   **           Diskcass Instr.        C         134 & 352     78 & 204
*   ****          Diskcass (Model I - see notes) DISCAS 225 & 424    130 & 246
*
* 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: (↑, ↓, ←, →) = ([, \, ], ^).
*
*****
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Trying a new angle... Dots Cover puts geometric figures or random dots on the screen, then has them ricochet off the inside walls.

Where is that confounded moon? Moon Track will show you the location of the moon in your sky and draw a full-screen graphic representation of the moon's phase throughout any day. Just know your longitude and latitude. Note - one thing I like about this program is its documentation! With a minimum of effort I could modify the program to tell me that the moon rises in the west...

I have a '65 "it's so ugly it's beautiful" VW bug. It runs and does not leak (much) so I have no desire to replace it. However, whenever I get the urge to replace it with a gleaming sports car I run Auto-Scan. The program advises me whether I should get the new car, based on MPG, the price of gas, car cost, etc. I still have the VeeWobbly...

A gem of a program - Jewels! You're the thief, and you are taking jewels from the right side of the screen and placing them in empty spaces on the left. Easy enough! But the screen is fast filling up with things to grab you! This program works with the up and down arrow keys or with a joystick (if you have one). There is also sound, so connect the large grey recorder plug to an amplifier. For your information, the start, end, and entry addresses are 28672, 31947, and 28672.

Oh, yes! How to load and run Jewels. Type 'SYSTEM'<enter>. Answer the '*'?' with 'JEWELS'<enter> and the program loads in. When the '*'?' appears again, type '/'<enter> and you're off on a crime spree.

You'll LOVE the way the patterns are flipped in Match! This is an intellectual game (at least to my feeble brain) in which you try to fill each square in a grid with a set of six dots without letting your opponent(s) do the same. Match has sound, so (once again) connect the large grey recorder plug to an amplifier.

Subtract a 'c' from Match, and you get Math (cute, huh?). Math is a simple addition, subtraction, multiplication, and division quizzer with positive reinforcement - you get to take a potshot at a spaceship for every right answer. Note - Math has sound, too.

Gotta Model I with a disk drive? Then Diskcass may be for you. This program will allow you to move whole files or pieces of files from tape to disk to memory to disk to tape to... You get the idea. Note - This program works with TRSDOS 2.3 and it appears to work with NEWDOS, but if you use some other operating system, you'll just have to try it and see what happens.

First, read through Diskcass Instructions. This will give you a good overview of what the program was designed for. Now get Diskcass on disk using TAPEDISK, LMOFFSET, or whatever you have (start, end, and entry addresses in hex - 7000, 7D1C, and 7C44) and name it 'DISKCASS/CMD'. To run Diskcass from disk, just type 'DISKCASS'<enter> from DOS (not from BASIC). The screen will light up with a menu listing all of the options. Happy file transferring!

Two bytes the easy way...

There is a TRS-80 user group newsletter called CHICATRUG News (203 N. Wabash, Suite 2118, Chicago, IL 60601 (312) 782-9750 - \$12/year) that consistantly publishes neat programming tips, articles, reviews, etc. Their 12 page September issue (they are a little more on time than we are) was once again a pleasure to read. And among a routine written by Bill Smythe I noticed a clean way to take a memory address and POKE it into a two-byte buffer. Where would this be handy? Where you have a machine language routine residing in memory and you want to protect it by setting the memory size automatically in a BASIC program. Here's what I mean:

Let's say that you want to protect memory from 32000 on. The normal way of doing this is:

```
POKE 16562,32000/256: POKE 16561,32000-INT(32000/256)*256
```

Not very elegant. But if you AND 32000 with 255, you mask off the higher 8 bits of the number, leaving only the lower 8 bits:

```
POKE 16562,32000/256: POKE 16561,32000 AND 255
```

Doesn't that look prettier?

Quick list...

Just a few PEEKs and POKEs that I see often in BASIC programs:

```
PEEK(16396) -- If it is 201, it's a non-disk system
PEEK(84)    -- If it is 1, it's a Model I
```


POKE 16553,128 -- Do this at the beginning of a program that READS DATA (a batch of Model I ROMs had a bug that this POKE corrects).
 POKE 16526,X: POKE 16527,Y -- Start of USR routine in non-disk BASIC (X+Y*256).
 PEEK(16561)+PEEK(16562)*256 -- Top of memory (MEMORY SIZE).

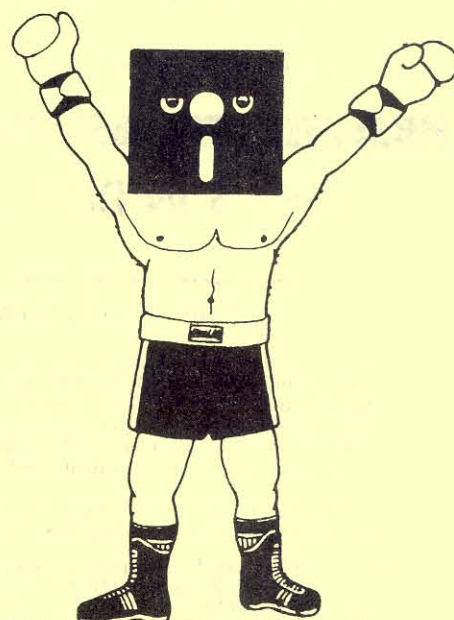
Floppin' around...

Ok, it's settled. Starting next month we will also offer CLOAD on disk! What you may want to know is, "How much does it cost to convert a subscription to disk?" If you have 6 issues or less remaining on your subscription, it is \$4.20 per month. If you have more than 6 issues to go on your cassette subscription, it is \$3.75 per month to convert to disk. To keep your fingers from getting pinched between the keys of your calculator, the amount you need to pay to convert is printed on your mail label (next to the final month of your current subscription). Unfortunately, we will not exchange a cassette you have already received for a disk (unless we made a mistake, which we NEVER, EVER - well, occasionally - do).

```
=====
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! to disk. Enclosed find $4.20 per month if I !
! have 6 or less months left, $3.75 per month if !
! I have 7 or more months left. Note - The total !
! amount is given on your mail label. !
!
! Final sub. month _____ Conv. amount $ _____ !
!
! Check/Money Order [ ] !
! MasterCard/VISA [ ] !
!
! # _____ exp. _____ !
!
! Name _____ !
!
! Address _____ !
!
! _____ !
!
! _____ !
=====
```

Converting,

Dave
ed.



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The Alternate Source Programmer's Journal

A software toolbox for your TRS-80 Model I and III. Each issue of TAS features utilities and applications that enhance your investment in the revolution. And more. We tackle comparison reviews, Model I/III compatibility, useful patches for popular programs, modifying BASIC, using Z80 assembler and many other languages. The Alternate Source is \$24 for 12 issues. If you haven't seen our journal, request a sample copy with any product on this page.

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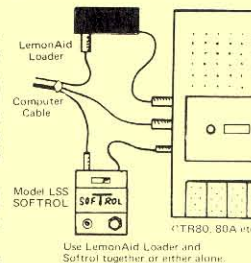
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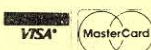
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