TRS-80 NEWS:

If you haven't noticed the extra computers in the house, then you probably didn't notice the two new family members either. Well, Rebbecca, a 14 year old girl and Tommy, an 18 year old boy, now reside at our house. We also obtained a small gold fish and a cat. Now how much more must we do to make your meeting day complete? If you have observed the Micro Times or the Computer Currents this month, you will see that we are the only TRS-80 Club listed. Yes, I think we have to support the whole Silicon Valley area.

We do need to pay for the new IBM Clone BBS with out of pocket money donations. We filled it with TRSDOS Programs (6 - 8 K Storage). This BBS (408/374-5139) will have information and Programs for the older machines (Model I, III, 4, 4P, and related machines. For the MS-DOS World, the 408/374-3974 BBS World will serve at 300-1200-2400 baud. It will also have the Model 2, 12, and 16 Programs on it.

We also have an older COCO in the house, if you have an operating system and a few disk programs, we can be up and running with that world too. I guess we should be proud to be able to service all the Tandy World.

MODEL 4P MODEM:

"Teltrends" sells an inside Modem board for the Model 4P Computers, 300-1200 baud. It costs $119.00 and it has all the great functions necessary to be good. Call 714/554-7401 for more info.

TRS LINK:

This is an Electronic News Magazine that can be obtained only by Modem. We will have a copy on our BBS each month. We will probably use some of their news items. All of the magazine is for TRSDOS users. If you wish to obtain the News Magazine yourself, call 215/848-5728 or just download it off of our BBS (408/374-5139). Since we ARC'ed it in order to speed up the transfer, be sure you UNARC it before you try reading it.

TRINTEX:

This is a MS-DOS Computer Service that offers you Personal Services from Grocery Shopping, to Stock Reports, to game playing. The info for this new communications Services is posted in the back of this Newsletter. Should enough MS-DOS people be interested in a demo, we can order my next month's groceries from the DEMO (we will let TRINTEX pay).

This is a new (Compuserve) Service being offered in the area. They insist that only MS-DOS 100% Compatibles will work with this service. So don't buy into it until your machine has sucessfully operated with their equipment.

PLANNING TO BUY A MODEM?

If you are seriously considering about investing in a Modem,
there are several certain things you must come to realize. A
Modem with compatibility, for example, is a much better choice
than an extremely cheap Modem with a poor arrangement.

Some people will tell you to buy an internal Modem. Now
the advantages of this is that internal Modems are usually much
cheaper and they save space. Also, they don't require the
purchase of a Serial Port (RS-232 port).

Other people will advise you to get an external Modem. If,
however, you decide to purchase an external, realize that you
will be forced to buy the RS-232 Port, unless you happen to own a
Grandy TX or HX. This Port will also allow you to use a mouse or
any of the other oriented devices.

Which Modem will be best for you? Only you can answer that
question, but before you invest in a Modem to be sure to consider
all the facts.

PILOT: Programmed Inquiry, Learning, or Teaching.

Teaching:

In the thrill of owning a Computer, with wonderfully good
intentions for educational purposes, you will eventually discover
some frustrating things.

First of all, educational software is expensive. As you go
out and buy a new program about every week you suddenly find that
you have spent more on Software than you did on the entire
Computer System.

Secondly, no matter how good the program is, you realize
that it may not fit your needs. Sometimes, in Programs that are
excellent in one feature, you find that another feature is
confusing, simply unnecessary, or just not there.

Maybe the computer was to help a child of yours learn
simple math. Why then, should you have to learn a complex
computer language to help your child learn something like
multiplication?

What was needed was a new computer language that was easy
to learn, designed specifically for computer aided instruction
and was still powerful enough to allow someone to create all
kinds of CAI Software. The PILOT Language met those needs.

PILOT is a computer language with its own rules and syntax,
but you can learn everything about PILOT in one evening.

This is how PILOT works. The "T" is the letter that tells
the computer to print a question, for example, "What is two plus
two?" Next the letter "A" tells the computer to wait for the
reply. After the reply is given, the "M" asks the Computer to
see if the reply matches any of the possible correct answers. If
it matches, the Computer is commanded to print the message of
"YT", which is: "Sorry, You are wrong." Finally the "E" tells
the Computer it's the end of the Program.

The PILOT format should look something like this:

```
T:   What is two plus two?
A:
M:   FOUR/Four/four/4
YT:  Your answer is right!
NT:   Sorry, you are wrong!
E:
```

HINT FROM A LAZYWRITER FAN USING A MODEL 100 AND MODEL 4/4P

Lazywriter is a word processor still available, which is written on Multidos, or Lazydos (an abbreviation of Multidos) which is a Model III DOS that can read Model 4 files and other TRSDOS files.

Conveniently, David Welsh who wrote Lazywriter, built in a convenient communications program which hooks into the Model III communications system. Thus, if you have a Model 100 you are liberated from your stationary computer and free to write wherever and whenever on your Model 100. Then into telcom with stat 38N1D, attach null-modem, go into Lazywriter and upload your file. All it requires is two toggles from Lazywriter. This combination has proved most convenient for this writer, freeing up Model 100 memory, eliminating the need for other modems and complex protocols. If you require a faster modem for telephone, one can be purchased for the Model 100.

The files transfer into the memory of the Model 4 (upload) or the Model 100 (download) and then are picked up and formatted by Lazywriter, with the exception that paragraph indentation must be inserted. Lazywriter indicates where the paragraphs are. But they can be found by going into Insert mode <I>, getting to the next paragraph <P>, hitting <right arrow> for indent, then <enter>. Repeat this loop for each paragraph.

You will need a Model 4 or 4P, Model 100, null-modem, and Lazywriter Word Processor. Lazywriter can be purchased from Alphabit Communications, Dearborn Michigan or DiskCount Data in Plano, Texas.
-C.H.,MD Island Heights, NJ

(Editor) DiskCount Data 2701-C.W. 15th, Suite 612, Plano, Tx 75075, (214) 680-8268 is currently selling Lazywriter for $109.95

Here is a program that will address an envelope with your return address and then give you the option of setting a five line outgoing address. The program is written for the Radio Shack DWP 230 and a standard #10 size business envelope. You will have to change to data in lines 210-260 to reflect your name and address. The printer codes in line 200 and 220 may also need to be changed, or eliminated entirely, if you use another printer.

```
10 CLEAR 500:DIM A$(5):CLS
20 FOR X = 1 TO 5
30 PRINT"LINE";X;": ";:LINE INPUT A$(X)
40 NEXT
50 CLS
60 PRINT"THE ADDRESS WILL LOOK LIKE THIS:"
70 PRINT:PRINT
80 FOR X = 1 TO 5
90 PRINT TAB(10);X;" ";A$(X)
100 NEXT
110 PRINT:PRINT
120 PRINT"PRESS # OF FIELD TO CHANGE. ";
130 PRINT"PRESS <ENTER> TO PRINT";
140 I$ = INKEY$:IF I$ = CHR$(13) THEN 190
150 I = VAL(I$):IF I < 1 OR I > 5 THEN 140
160 PRINT:PRINT
170 PRINT"NEW LINE: ":LINE INPUT A$(I)
180 GOTO 50
190 LPRINT" "
200 LPRINT CHR$(27);CHR$(31);
210 LPRINT TAB(4);"JOHN J. DOE";
220 LPRINT CHR$(27);CHR$(32);
230 LPRINT TAB(4);"P.O. BOX 777"
240 LPRINT TAB(4);"LOS ANGELES, CA. 90001"
250 LPRINT TAB(4);"OTHER INFO HERE"
260 LPRINT TAB(4);"OTHER INFO HERE"
270 FOR X = 1 TO 7:LPRINT" ":NEXT
280 FOR X = 1 TO 5
290 LPRINT TAB(43);A$(X)
300 NEXT
310 FOR X = 1 TO 8:LPRINT" ":NEXT
320 CLS
330 PRINT" <A>gain, <N>ew, <Q>uit ";
340 I$ = INKEY$:IF I$ = 'A' OR I$ = 'a' THEN 50
350 IF I$ = "N" OR I$ = "n" THEN RUN
360 IF I$ = "Q" OR I$ = "q" THEN CLS:END
370 GOTO 340
```

Kenneth Dark
Los Angeles, CA

Word Perfect
Lotus 1-2-3
D-base III
and many others. These cost about $40.00 each and they are available locally. Call Griffon Computer (408/370-2626) and ask about "Video Professor". These are VCR Tapes only!!

100 READY-TO-RUN BUSINESS PROGRAMS FOR YOUR IBM, APPLE AND TRS-80 (MOD. III/4).

NAME	DESCRIPTION
1 RULE78	Interest Apportionment by Rule of the 78's
2 ANNUI	Annuity computation program
3 DATE	Time between dates
4 DAYYEAR	Day of year a particular date falls on
5 LEASEINT	Interest rate on lease
6 BREAKEVN	Breakeven analysis
7 DEPRSL	Straightline depreciation
8 DEPRSY	Sum of the digits depreciation
9 DEPRDB	Declining balance depreciation
10 DEPRDDB	Double declining balance depreciation
11 TAXDEP	Cash flow vs. depreciation tables
12 CHECK2	Prints RAPIDFORMS checks along with daily register
13 CHECKBK1	Checkbook maintenance program
14 MORTGAGEA	Mortgage amortization table
15 MULTMON	Computes time needed for money to double, triple, etc.
16 SALVAGE	Determines salvage value of an investment
17 RRVARN	Rate of return on investment with variable inflows
18 RRCONST	Rate of return on investment with constant inflows
19 EFFECT	Effective interest rate of a loan
20 FVAL	Future value of an investment (compound interest)
21 PVAL	Present value of a future amount
22 LOANPAY	Amount of payment on a loan
23 REGWITH	Equal withdrawals from investment to leave 0 over
24 SIMPDISX	Simple discount analysis
25 DATEVAL	Equivalent & nonequivalent dated values for obfig.
26 ANNUDEF	Present value of deferred annuities
27 MARKUP	% Markup analysis for items
28 SINKFUND	Sinking fund amortization program
29 BONDVAL	Value of a bond
30 DEPLETE	Depletion analysis
31 BLACKSH	Black Scholes options analysis
32 STOCVAL1	Expected return on stock via discounts dividends
33 WARVAL	Value of a warrant
34 BONDVAL2	Value of a bond
35 EPSEST	Estimate of future earnings per share for company
36 BETAALPH	Computes alpha and beta variables for stock
37 SHARPE1	Portfolio selection model-i.e. what stocks to hold
38 OPTWRITE	Option writing computations
39 RTVAL	Value of a right
40 EXPVAL	Expected value analysis
41 BAYES	Bayesian decision
42 VALPRINF	Value of perfect information
43 VALADINF	Value of additional information
44 UTILITY	Derives utility function
45 SIMPLEX	Linear programming solution by simplex method
46 TRANS	Transportation method for linear programming
47 EOQ	Economic order quantity inventory model
48 QUEUE1	Single server queueing (waiting line) model
49 CVP	Cost-volume-profit analysis
50 CONDPROF	Conditional profit tables
51 OPTLOSS	Opportunity loss tables
52 FQUOQ	Fixed quantity economic order quantity model
53 FQEOWSH	As above but with shortages permitted
54 FQEOOPB	As above but with quantity price breaks
55 QUEUECB	Cost-benefit waiting line analysis
56 NCFANAL	Net cash-flow analysis for simple investment
57 PROFIND	Profitability index of a project
58 CAPI	Cap. Asset Pr. Model analysis of project
59 WACC	Weighted average cost of capital
60 COMPBAL	True rate on loan with compensating bal. required
61 DISCBAL	True rate on discounted loan
62 MERGANAL	Merger analysis computations
63 FINRAT	Financial ratios for a firm
64 NPV	Net present value of project
65 PRINDLAS	Laspeyres price index
66 PRINDPA	Paasche price index
67 SEASIND	Constructs seasonal quantity indices for company
68 TIMETR	Time series analysis linear trend
69 TIMEMOV	Times series analysis moving average trend
70 FUPRINF	Future price estimation with inflation
71 MAILPAC	Mailing list system
72 LETWRT	Letter writing system-links with MAILPAC
73 SORT3	Sorts list of names
74 LABEL1	Shipping label maker
75 LABEL2	Name label maker
76 BUSBUD	Complete business bookkeeping system
77 TIMECLCK	Computes weeks total hours from timeclock info.
78 ACCTPAY	In memory accounts payable system-storage permitted
79 INVOICE	Generate invoice on screen and print on printer
80 INVENT2	In memory inventory control system
81 TELDIR	Computerized telephone directory
82 TIMUSAN	Time use analysis
83 ASSIGN	Use of assignment algorithm for optimal job assign
84 ACCTREC	In memory accounts receivable system-storage ok
85 TERMSPAY	Compares 3 methods of repayment of loans
86 PAYNET	Computes gross pay required for given net
87 SELLPR	Computes selling price for given after tax amount
88 ARBCOMP	Arbitrage computations
89 DEPRSF	Sinking fund depreciation
90 UPSZONE	Finds UPS zones from zip code
91 ENVELOPE	Types envelope including return address
92 AUTOEXP	Automobile expense analysis
93 INSFILE	Insurance policy file
94 PAYROLL2	In memory payroll system
95 DILANAL	Dilution analysis
96 LOANAFFD	Loan amount a borrower can afford
97 RENTPRCH	Purchase price for rental property
98 SALELEAS	Sale-leaseback analysis
99 RRCONVBD	Investor's rate of return on convertible bond
100 PORTVAL9	Stock market portfolio storage-valuation program

$99.95

100 SUPER PROGRAMS FOR YOUR IBM, APPLE AND TRS-80 (MOD. III/4)

BUSINESS AND PERSONAL FINANCE
1. Checkbook maintenance
2. Time for money to double
3. Federal FICA & withholding tax
4. Home budget analysis
5. Annuity computation
6. Unit pricing
7. Change from purchase
8. RAPIDFORMS check printer
9. Days between dates
10. Mortgage amortization table
11. Inventory control
12. Portfolio value computations
13. Value of a share of stock
14. Sales record keeping system
15. Future value of an investment
16. Effective interest rate (loan)
17. Present value of a future amount
18. Rate of return-variable inflow
19. Rate of return-constant inflow
20. Regular withdrawal from investment
21. Straight line depreciation
22. Sum of digits depreciation
23. Declining balance depreciation
24. Break even analysis
25. Salvage value of investment
26. Payment on a loan
27. Future sales projections
28. Credit card file
29. Economic order quantity (EOQ) inventory model
30. Value of house contents
31. Text editor
32. Monthly calendar
33. Day of week
34. Cash flow vs. depreciation
35. Complete mail system
36. Interest rate on a lease

STATISTICS AND MATHEMATICS
37. Random sample selection
38. Anglo-metric conversion
39. Mean, standard deviation, max. and min.
40. Simple linear regression
41. Multiple regression analysis
42. Geometric regression
43. Exponential regression
44. Simple moving average
45. Simple T-test
46. Chi-square test
47. Normal probabilities
48. Binomial probability
49. Poisson probability
50. Matrix addition and subtraction
51. Matrix transpose
52. Matrix inverse
53. Matrix multiplication
54. Solution of simultaneous equations
55. Quadratic formula
56. Linear equation solutions
57. Root half interval search
58. Roots of polynomials
59. Roots-Newton's methods
60. Prime factors of integer
61. Least common denominator
62. Radian-degree conversion
63. Numerical integration

UTILITIES
64. Quick sort routine
65. Program storage index
66. Multiple choice quiz builder
67. Form letter writer
68. Shell sort
69. Cassette label maker
70. Codes messages
71. Merge two files
72. Sort with replacement

GRAPHICS
73. Draws bar graph
74. Draws histogram
75. Moving banner display

GAMBLING AND GAMES
76. Random sports quiz
77. Government quiz
78. Horse race
79. Magic square
80. Arithmetic teacher
81. High low gamble
82. Unscramble letters
83. Hangman
84. Game of NIM
85. Russian roulette
86. Roulette game
87. One-armed bandit
88. Hit the target
89. Walking drunk
90. State capital quiz
91. Tic-tac-toe
92. Dice game
93. Lunar lander game
94. Biorhythm
95. Horse selector (class calculator)
96. Random dice roll
97. Random roulette roll
98. Random card dealer
99. Guess the number
100. White out screen

$99.95

:COMPUTRONICS:

:COMPUTRONICS:
46C ROUTE 303, VALLEY COTTAGE, NY 10989
(914) 268-8866

GLOBAL COMMANDS

Move cursor to the point where the string search is to begin:

REPLACE: `<BREAK> R> (old string) >(new string) <ENTER>`
DELETE: `<BREAK> D> (string) <ENTER>`
FIND: `<BREAK> F> (string) <ENTER>`
NEXT FIND: `<BREAK> F <ENTER>`

Can be combined with REPEAT commands. REPEAT with FIND gives the total number found. The question mark is a wild-card search mask in FIND.

HEADERS and FOOTERS

Open by typing `<Q Q>`, then type H for Header or F for Footer. Continue with O for Odd, E for Even, or S for all pages. Then type the format Instructions and close the line with `<ENTER>`. Type the actual text lines. The last line must be terminated with `<ENTER>`. Close the block with `<Q Q> <Q Down-arrow>`.

HYPHENATION

1. Set screen width equal to that set in the format line.
2. Position cursor at left edge of line, press `<Q Q> <->`.
3. Move cursor to end of last line, press `<Q Q> <Q Dn-arrow>`.
4. Type `<BREAK> <-> <ENTER>`.
5. Type a number to define hyphenation range; press `<ENTER>`.
6. The cursor appears at the first hyphenation location.
7. Move cursor where desired; if no hyphen desired press `<ENTER>`, otherwise press `<->`. Repeat as required.
8. To remove hyphens: Type `<BREAK> <-> <ENTER>`. Answer message by typing 2. Press `<CLEAR>` when cursor moves.

INSERTING TEXT

Insert Character	`<Q S> (character)`
Insert Several characters	`<Q S> <Q X> (type text)`
	and then `<CLEAR>`
Insert a Block	`<Q S> <Q Q> (block name)`
Inserting Text Boundary Markers	
Force End of Line	`<ENTER> or <Q X>`
New Paragraph	`<Q C>`
New Page	`<Q V>`

LOADING TEXT

Load Document:	`<BREAK> L (space) (document name) <ENTER>`
Reload Document:	`<BREAK> L <ENTER>`
Load from Tape:	`<BREAK> L,T <ENTER>`
Load Tape/Slow:	`<BREAK> L,S <ENTER> (M3 for M1 tapes)`
Load and Chain:	`<BREAK> L,C (space) (document name) <ENTER>`
Load/Chain Tape:	`<BREAK> L,T,C`

MACROS

Chain files which contain your print formats, your embedded pagination in headers and/or in footers, your boilerplate, etc.; each within its own labeled block so you can `<Q S> <Q Q>` it.

MARKERS

Text Boundary Markers

Force End of Line	`<ENTER> or <Q X>`
New Paragraph	`<Q C>`
New Page	`<Q V>`

Copy Markers mark off text for selective printing. Insert a copy marker after a boundary marker by typing: `<BREAK> C <ENTER>`.

PAGE NUMBERING

Usually within a Header or Footer. Open the page block by typing `<Q Q>`, then type P for Page. Continue with up to five pound signs (#) to represent desired digits. Close the block with `<Q Q> <Q Down-arrow>`.

PARAGRAPHS

Press `<Q C>` to start a new paragraph. To set the number of indent spaces at the beginning of a paragraph, type: `<BREAK> I=(any # from 1 to 133) <ENTER>`.

PRINTING TEXT

Basic Print Command	`<BREAK> P <ENTER>`
To Serial Printer	`<BREAK> P,S <ENTER>`
Pause Between Pages	`<BREAK> P,P <ENTER>`
Print Unformatted Text	`<BREAK> P,I <ENTER>`

QUERY DOCUMENT INFORMATION

Video Line Width	`<BREAK> ?W <ENTER>`
Para.Indent Setting	`<BREAK> ?I <ENTER>`
Document Line Number	`<BREAK> ?C <ENTER>`
Document Length (in bytes)	`<BREAK> ?L <ENTER>`
Available Memory (in bytes)	`<BREAK> ?M <ENTER>`
Document Name	`<BREAK> ?N <ENTER>`

REPEAT COMMAND

Commands may be repeated up to 255 times automatically. Type `<Q R>` and then any number from 2 to 255 and `<ENTER>`. Then type the command and it will be so repeated. Use with Global Commands to replace, find, or delete all instances of a string. Use with Arrow keys go relative to a location.

COPY THIS

There are more copies of Scripsit then Scripsit Manuals, Scripsit Audio Training Tapes, Scripsit Quick Reference Cards, or Scripsit Stick-On Keyboard Labels, Horatio. But truth will out, though the ravages of time make havoc and let slip the fogs of Tandy as a shroud upon a slunk king, yet they shall pass. For the truth is always beautiful: **Eric's Quick Guide To The Guts of Scripsit** is come of hacker sitz fleisch! The well-met word-whizzer perforce must needs meet, make do, and wing it with this

SAVING TEXT

Save Document	`<BREAK>S(space)(filename)<ENTER>`
Update Document	`<BREAK>S<ENTER>`
Save to Tape	`<BREAK>S,T<ENTER>`
Save in ASCII Format	`<BREAK>S,A(space)(filename)<ENTER>`
Verify Tape Save	`<BREAK>V<ENTER>`

SPECIAL CHARACTERS: Model I/III

Hold down y and
press: 13 for {
14 for }
15 for |
16 for ~
17 for _ (unprintable)

Press `<SHIFT><0>` for @

Hold down Y and
press: 13 for [
14 for \
15 for]
16 for ^
17 for —

SPECIAL CHARACTERS: Model 4

The special characters are produced by pressing `<CLEAR>` or `<SHIFT-CLEAR>` and
,/ or ¡ to produce [ ] \ ^ ~ and { } | ¯. The underline character is produced by
pressing `<CLEAR><ENTER>`. The Model I/III mode procedures can also be used.

TAB CONTROL.

Clear All Tabs	`<BREAK>T<ENTER>`
Clear One Tab	`<BREAK>TC<ENTER>`
Set Several Tabs	`<BREAK>T=(##,##,##,...)<ENTER>`
Set One Tab	`<BREAK>TS<ENTER>`
Move to Tab	`<@><RIGHT-ARROW>`

UPPER CASE LOCK

In the Model I/III, the upper case or caps lock is toggled by pressing
`<SHIFT><0>`. The Model 4 uses the `<CAPS>` key.

VIDEO LINE WIDTH

Set the video line width by typing `<BREAK>` W= followed by any number from 1
to 132 and `<ENTER>`. Note that this does not change the width of printed
copy. See FORMAT.

WINDOW MOTION COMMANDS

Enter `<@><W>` to move the screen "window" without moving cursor.
Exit Window mode Model I/III = `<CLEAR>`.
Exit Window mode Model 4 = `<SHIFT-CLEAR>`.

The Control key is shown as @, even though M4 uses `<CLEAR>` for Control.

BLOCKS

To open a block, type `<@Q>`, followed by a one-letter name. The letters P,
H, and F are reserved for Page number, Header, and Footer blocks,
respectively. To close a block, type `<@Q><@Down-arrow>`. See INSERT,
DELETE, EXCHANGE.

COMMENT LINE

Create a non-printing line by typing `>*` at the left margin. End the line
with `<ENTER>`. When printed, the text on this line will not be visible but
the page will show a line-feed here.

DELETION

Character	`<@D>`
Word	`<@D><@Z>`
Sentence	`<@D><@X>`
Paragraph	`<@D><@C>`
Blanks	MI/III=`<CLEAR>` M4=`<SHIFT-CLEAR>`
Block	`<@D><D>`
Unmark block	`<@D><U>`
To end of text	`<@D><@Down-arrow><Y>`

ESCAPE

From any command in Model I/III = `<CLEAR>`; Model 4 = `<SHIFT-CLEAR>`.
From Scripsit `<BREAK>END<ENTER>`. From boredom = `<@R><ENTER><@D>`.

EXCHANGING TEXT

WORDS:	Put cursor on second word and type: `<@E><@Z>`
PARAGRAPHS:	Put cursor on second paragraph and type: `<@E><@C>`
BLOCKS:	Put cursor on block marker and type: `<@E><@Q>`

FORMAT LINES begin with > at left margin and end with `<ENTER>`

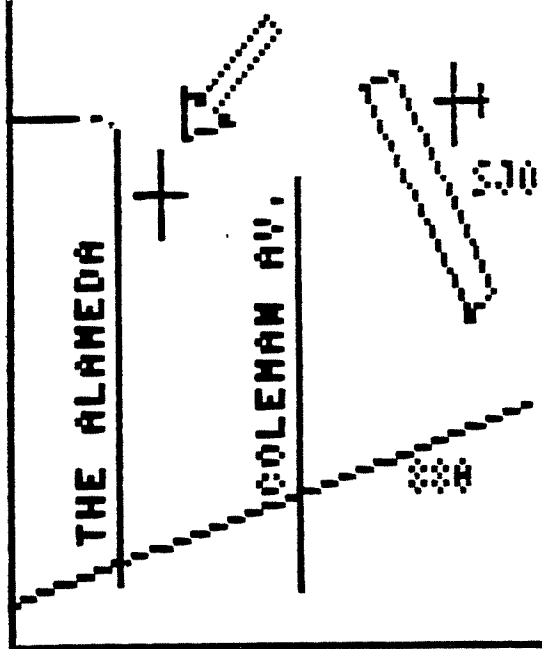| Instruction	Default Range		Instruction	Default Range
Page Length	PL=66	1-90	Flush Right	FR=N	Y or N
Left margin	LM=12	0-131	Vertical Ctr.	VC=N	Y or N
Right Margin	RM=72	1-132	Starting Pg #	PN=1	1-65535
Top Margin	TM=6	1-89	Widow Suppress	WS=Y	Y or N
Bottom Margin	BM=60	2-90	Header On	H=Y	Y or N
Line Space	LS=1	1-90	starting page	H=1	1-65535
Par. Space	PF=1	1-90	beg. Odd/Even	H=0	0 or E
Justify	J=Y	Y or N	Footer On	F=Y	Y or N
Center	C=N	Y or N	starting page	F=1	1-65535
Print Text	P=Y	Y or N	beg. Odd/Even	F=0	E or O

1988 ELECTRONICS 1988
SWAP MEET

FREE
TO SELLERS
AND BUYERS

1ST SAT. EACH MONTH..

MAR. 5 APR. 2 MAY 7 JUN 4
JUL. 2 AUG. 6 SEP. 3 OCT. 1
NOV. 5 DEC. 3

IN THE PARKING LOT
AT 3490 THE ALAMEDA
IN SANTA CLARA, CA.
FOR MORE INFO CALL
408-984-6300 5-7PM
TUE/FRI.

EMPTY OUT THAT HAM
SHACK, COMPUTER ROOM
GARAGE, STORE ROOM
XXXXXXXXXXXXXXXXXXXXX
NOT HELD IF IT RAINS..

THE ALAMEDA COLEMAN AV. 5-30 880

around with TRSDOS 1.3

by Lance Wolstrup

Model III
TRSDOS 1.3 - Editor Assembler

CATTING around with LDOS 5.1.4. (January 1988) received a lot of favorable mail. One letter, however, struck a chord when it politely reminded me that not all TRS 80 owners have ventured beyond TRSDOS 1.3.

The letter went on to say that "TRSDOS 1.3 deserves a CAT command just as much as the fancy DOS'es. Do all of us 1.3. diehards a favor and give us one."

That sounded like a reasonable request, so I dusted off my TRSDOS manual and sat down to brush up on the inner workings of our 'parent DOS'.

Almost immediately I found a documented DOS routine that seemed like it ought to do the job. The routine is called $DSPDIR and begins at 4419H.

The manual gave the following conditions:

(X'4271) = ASCII coded drive number "0","1","2", or "3"

CALL $DSPDIR

All registers are changed on exit.

That seemed easy, so I wrote a short program to do just that. I LoaDed register A with 30H, which is the ASCII code for 0, and then LoaDed memory location 4271H with the contents of the A register. Then I CALLed 4419H. Simple! Nothing to it! Piece of cake, right?

WRONG!! When I ran the program, instead of a nice CATalog display, I got a screen full of garbage. Having written one or two programs in the past that didn't work perfectly the first time, I knew it was DEBUGGING time.

Listing the program revealed nothing. The instructions from the manual had been followed verbatim.

I tried several other ways of coding the instructions and all met with the same result. No CATalog and garbage galore on the screen. This was getting frustrating, but I knew it had to be possible. After all, CMD"D:dn" from Basic produces a CATalog.

Suddenly it dawned on me that maybe the manual was wrong. Did they forget to tell us that another register needed a specific value on entry to $DSPDIR? Well, it was worth a try.

I added a line that LoaDed register B with 0 and ran the program. No garbage; instead drive :0 made one of those long, painful noises that immediately makes one frantically press the orange RESET button. I concluded that register B should definitely NOT contain 0.

Maybe register C would produce better luck, so I changed the line to read LD C,0 and ran the program.

VOILA!! Right in front of my very eyes was the prettiest CATalog ever seen on a Model III running TRSDOS 1.3.

Nothing is as satisfying as success after failure.

CAT/CMD for TRSDOS 1.3 can be used by typing CAT :drivenumber from DOS, where drivenumber is valid drive 0 - 3.

CAT/CMD

```
00100              ORG    7000H
00110 START  LD     C,0
00120              LD     A,(HL)
00130              CP     58
00140              JR     NZ,QUIT
00150              INC    HL
00160              LD     A,(HL)
00170              CP     34H
00180              JR     NC,QUIT
00190              LD     (4271H),A
00200              CALL   4419H
00210 QUIT   RET
00220              END    START
```

BYTE BANDITS OF AMERICA
TRS-80 COMPUTER CLUB
780 Manx Ave.
Campbell, CA. 95008

CLUB SERVICES

To those who are contemplating membership, or renewal, of your membership, these Club Services are yours to use throughout the year.

DUES

Dues of $25.00 per year (Jan.-Dec.) are required. Make checks payable to "Robert W. BROWN" (Tp: 408/379-2774)

INFORMATIONAL SERVICES

The Club Headquarters is available every day for those who require help in Programming, Hardware Installation, or Consultation. Each person's problems are a priority and they are treated with care.

REPAIR SERVICES

The Club's Membership has repair oriented personnel capable of repairing, modifying, or up-grading all the Club's assortment of Computers. These repair personnel do quality work for a very modest cost. They are reliable and knowledgeable in the earliest and latest model computers.

ARCHIVES LIBRARY

The Club maintains a library of Programs and Documentations for the TRS-80 Tandy machines. These may be used by request. As this is a private collection, it's Programs are NOT to be sold or bartered.

PROGRAM OF THE MONTH

Each month the Club buys a Program for the Computers used by the Club. It is evaluated by members that have an interest in that Program. This Program is usually shown at the 4th Wednesday of the Month Meetings.

BOOK OF THE MONTH

The Club is active in a Computer Book Club in which a hard cover book is obtained each month for the Club Membership. These books can be checked out for 30 days. Monthly magazines are also included in this category:

80 Micro	PC Magazine
P.M.C.	Computer Currents
Portables	Micro Times
Computer Shopper	TRS-Times
Assorted Retail Catalogs monthly	PC World

BULLETIN BOARD

Posting of messages - Programs transfer, along with postings of other Club services and events. Free to everyone. For learning of your Modem, or for buying or selling of equipment. The BBS is designed for all types of equipment. It is on-line 24 hours - 7 days a week - 300-1200 baud. Ph # 408/374-5139

CLUB'S MS-DOS COMPUTER

This Computer runs the Club's BBS System. It contains an assortment of (cards) for modifying, transferring, and repairing of Programs. It has an assortment of MS-DOS Programs and Public Domain Software for Club members to use for special purposes (by appointment). The machine stays at my home ALWAYS, and individuals may use it there.

It contains an E G A COLOR SYSTEM plus:

20 Meg Hard Disk	(2)300-1200 baud Modems
3.5" Disk Drive	(2) 5&1/4" Disk Drives
PC Mouse	640K Memory
8 Serial Ports	8 Mhz Speed-up Mod. (Turbo)
Joy Stick	PC Copy Option Board
Dot Matrix Printer	2 Meter Packet Radio System

This machine is shared with the Gavilan User Group and Sam C. BROWN Ent.

MONTHLY NEWSLETTER

The articles are selected from the many publications the Club receives, plus commentaries from the Club Director and the membership.

NOTORIETY

Our Club has obtained fame Nationally-Internationally-as well as locally. This in itself is an honor for all of us. Our help to others is well known throughout the World. The Club is over 5 years old and is servicing all TRS-Tandy Computer Systems listed:

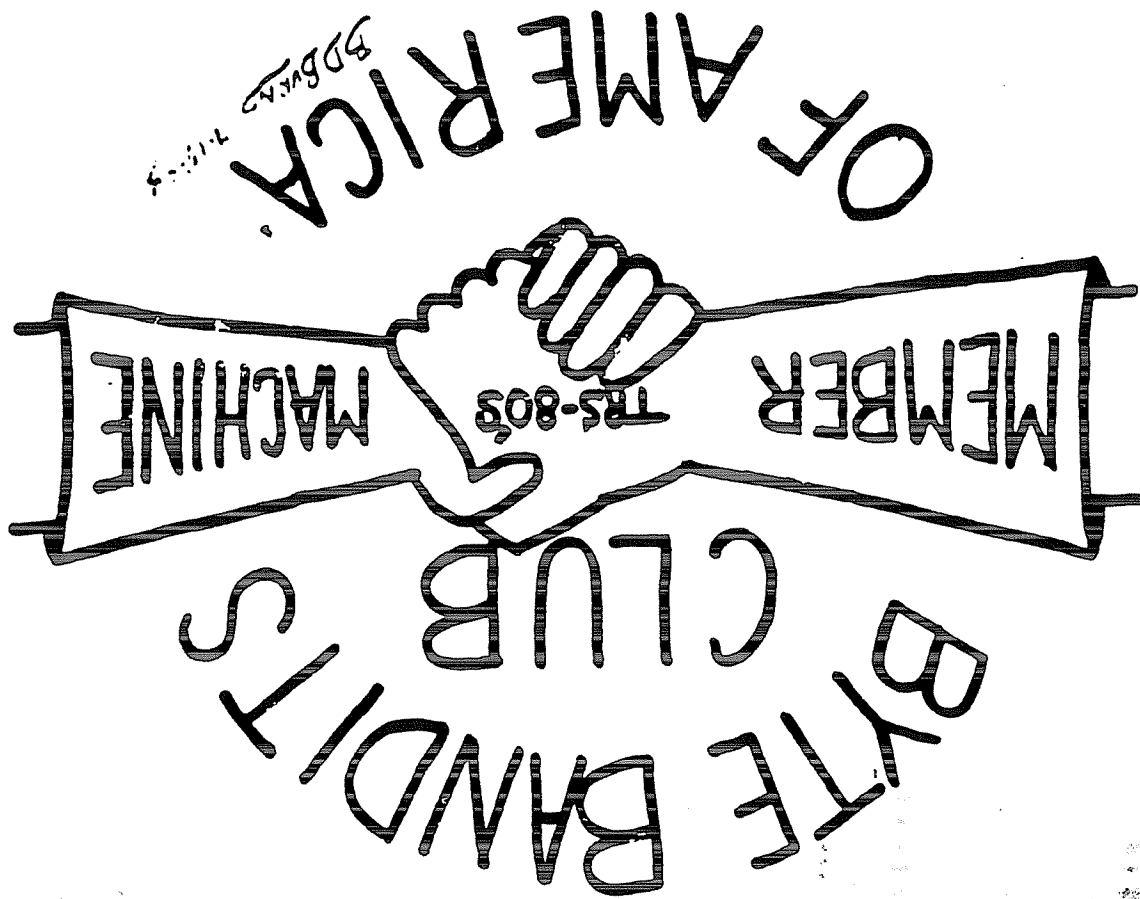| Model	I	Tape-stringy-Disk-Hard Disk
"	III	Home-Business
"	IV	Home-Business
"	IVP	Home-Business
"		Business-Home
"		Business-Home
"		Business-Home
All MS-DOS Machines		Home-Business
Portables 100-200-600-1400		
Packet Computers 1 thru 6		

NATIONAL SERVICES

For those of you who live outside the Club's local boundaries, the Club will service you as you desire, or need, assistance. Your Membership provides the same services as local members. Mailing costs, etc. will be your responsibility. Feel free to use the Club Services and call, or write, as you wish.

CLUB STATUS

The Club is a private Club. It has no Tax Free Status. The liabilities of the Club are the responsibility of the Club Director. No individual members will represent the Computer Club without prior approval of the Club Director.

Sincerely,

R. W. BROWN
Club Director

BYTE BANDITS CLUB

MEMBER MACHINE

TRS-80'S

OF AMERICA

Byte Bandits of Amer.
TRS-80's Computer Clb
780 Marz Ave.
Campbell, CA 95008

SAN JOSE, CA
PM
APR 6
1988

Domestic USA

BYTE BANDITS
CLUB
MEMBER MACHINE
OF AMERICA