

**Instructions for  
Converting Specified  
Model I Programs  
for use on TRS-80  
Model III**

**Radio Shack®**



A DIVISION OF TANDY CORPORATION  
FORT WORTH, TEXAS 76102



## Program Conversion Procedures

Older versions of certain Radio Shack Model I software packages require program changes before use on the Model III computer. These programs are:

Cassette Portfolio (26-1506)  
Budget Management (26-1603)  
Tape Mailing List (26-1503)  
Real Estate Volume III (26-1573)  
Real Estate Volume IV (26-1574)  
Level II Basic Instruction Course — Part II (26-2006)  
Dancing Demon (26-1911)  
Casino Games (26-1806)

Current versions do not require changes.

The following programs cannot be easily converted and must be exchanged for Model III versions if the Model III version is not contained in the package:

Mailgram (26-1564)  
Scriptsit (26-1505 — Tape) & (26-1563 — Disk)  
Profile (26-1562)  
Microfiles (26-1565)  
Versafire (26-1604)  
K-8 Math (26-1715)  
Micro Movie (26-1903)  
TRS-80 Fortran (26-2201)  
Standard and Poor's Stockpack™ System (26-1507)

Return to your Radio Shack store or dealer. They will handle the exchange.

These programs will not run on the Model III and are not available as exchange items:

Space Warp (26-1912)\*  
RS-232 Communications Pack (26-1146)\*  
Renumbr (26-2004)  
Micro Chess (26-1901)\*  
RS-Term (26-1147)\*  
T-Bug (26-2001)\*  
Editor/Assembler (26-2002)\*  
Tiny Pascal (26-2009)\*  
Disk Editor Assembler (26-2002)\*  
Visicalc (26-1566) available in November as ( 26-1567)

\*Similar programs for the Model III will be available in the future; check with your store or dealer for announcements.

The following programs are being replaced:

In-Memory (26-1502) is replaced by (26-1508) available October 30.

Disk Basic Instruction Course (26-2007) is replaced by (26-2010) available December 30.

### Special Notes:

1. 16K Level I programs are not supported
2. 4K Level II programs require 16K RAM and Model III BASIC
3. The following characters are displayed differently on the Model III:

CODE	MOD I	MOD III
91	↑	[
92	↓	\
93	←	]
94	→	^

These programs reflect the above cosmetic differences:

Games Pack I (Space Taxi) (26-1805)

Micro Music (26-1902)

Level Basic I Instruction Course (26-2003)

Invasion Force (26-1906)

Cassette Portfolio (26-1506)

Budget Management (26-1603)

Level II Basic Instruction Course — Part I (26-2005), Part II (26-2006)

K-8 Math (26-1715)

Casino Games (26-1806)

4. Disk based programs not listed require use of Convert a Model III TRSDOS command to produce Model III compatible disks.

### Editing Programs

Refer to your Model III Reference Manual for instructions on power-up, loading programs, and saving programs. For best results, use a Radio Shack C-20 Certified Cassette (26-0301). All Model I software is recorded at “Low” speed (500 baud). It will also be helpful to familiarize yourself with BASIC’s “Edit” command.

Delete program lines by typing each line number and pressing **ENTER**, or by using the “Delete” command. Add lines by typing them as shown. Change lines either with the Basic Edit command or by retyping the lines as shown.

**Note:** The underlined portions of the lines below indicate the portion to be changed.

System Name: Tape Mailing List  
Program Name: Tape Mailing List

Stock Number: 26-1503

Delete lines: 200-290  
Add lines: 200 REM  
Change lines: None

---

System Name: Cassette Portfolio Analysis  
Program Name: Option Program

Stock Number: 26-1506

Special Note: With these changes, hardcopy reports may be acquired by displaying the results and typing an [\*] while holding down the [SHIFT] and [V] keys.\*

Delete lines: 680, 685, 686, 705  
Add lines: None  
Change lines: 595

Before:

```
595 A$=INKEY$:IFA$="" THEN595ELSEIFA$=CHR$(10) THENGOSUB680  
:GOTO595ELSERETURN
```

After:

```
595 A$=INKEY$:IFA$="" THEN595ELSERETURN
```

---

System Name: Real Estate Analysis — Vol. III  
Program Name: Income — Expense

Stock Number: 26-1573

Delete lines: 10, 20  
Add lines: None  
Change lines: 7000, 7010

Before:

```
7000 IF ERR/2+1=6 THEN7010 ELSE IF ERR/2+1=11 THEN7010 ELSE ON ERROR GOTO0
```

After:

```
7000 IFERR<>11ANDERR<>21THENONERRORGOTO0
```

Before:

```
7010 PRINT "THE VALUES ENTERED CANNOT BE PROCESSED BY THIS PROGRAM":PRINT  
:PRINT "PRESS <ENTER> TO CONTINUE " :FL=1:GOSUB5000:PRINT:RESUME 3800
```

After:

```
7010 PRINT"VALUES TOO LARGE - PRESS <ENTER> " :FL=1:GOSUB5000:PRINT  
:RESUME3800
```

\*Your system may use the [S] and [P] keys for printing screen information . . . see your manual.

System Name: Real Estate Analysis — Volume IV  
Program Name: Sensitivity Analysis

Stock Number: 26-1574

Special Note: With these changes, hardcopy reports may be acquired by displaying the results and typing an **[\*]** while holding down the **[SHIFT]** and **[V]** keys.

Delete lines: 45, 50, 55, 170

Add lines: None

Change lines: 5, 17, 165, 175, 890

Before:

5 GOTO45

After:

5 CLEAR50:DEFINTI-N:DIM B7(10),E7(10),E8(10),E9(10),C(10),R(3)  
;V(3),Q(3),T1(3),T2(3),P(3),H(9),R1(3),D(9),D0(9):GOTO60

Before:

17 IFPEEK(16418)=46THENWD=0  
:IN\$=LEFT\$(IN\$,LEN(IN\$)-1) ELSEIFPEEK(16418)=43ORPEEK(16418)=45THENWS=0

After:

17 IFPEEK(16418)=46THENWD=0  
:GOTO18 ELSEIFPEEK(16418)=43ORPEEK(16418)=45THENWS=0

Before:

165 PRINT:PRINTTAB(5);"1. PERFORM A NEW ANALYSIS":PRINTTAB(5)  
;"2. CHANGE INPUT VALUES":PRINTTAB(5);"3. DISPLAY ANALYSIS RESULTS":K=3  
:IFPEEK(14312)=255THEN175

After:

165 PRINT:PRINTTAB(5);"1. PERFORM A NEW ANALYSIS":PRINTTAB(5)  
;"2. CHANGE INPUT VALUES":PRINTTAB(5);"3. DISPLAY ANALYSIS RESULTS":K=3

Before:

175 GOSUB865\_\_\_:K0=VAL(IN\$):IFK0<10RK0>KTHENGOSUB840\_\_\_:GOSUB840\_\_\_:GOTO175\_\_\_  
:ELSECLS:ONK0GOTO50\_\_\_,105\_\_\_,180\_\_\_,190

After:

175 GOSUB865:K0=VAL(IN\$):IFK0<10RK0>KTHENGOSUB840:GOSUB840:GOTO175  
:ELSECLS:ONK0GOTO5,105,180,190

Before:

890 A=PEEK(16422):B=PEEK(16423):C=PEEK(16414):D=PEEK(16415)  
:POKE 16414,A:POKE 16415,B:POKE 16422,C:POKE 16423,D:RETURN

After:

890 RETURN

System Name: Budget Management  
Program Name: Report Program

Stock Number: 26-1603

Delete lines: 10, 20  
Add lines: None  
Change lines: None

---

System Name: Level II BASIC Instruction  
Course — Part II  
Program Name: Lesson 3

Stock Number: 26-2006

Delete lines: 6, 580  
Add lines: None  
Change lines: 3, 470

Before:

3 CLS:PRINTCHR\$(23):PRINT@135," ";:FORI=0TO125:SET(I,0):SET(I,47):NEXT  
:FORI=0TO47:SET(0,I):SET(125,I):NEXT:RETURN

After:

3 CLS:RETURN

Before:

470 L1=4:L2=34:C1=0:C2=101:GOSUB6:C1=37:C2=37:GOSUB6:C2=101:C1=0:L1=10  
:L2=10:GOSUB6:RETURN

After:

470 RETURN

---

System Name: Level II BASIC Instruction  
Course — Part II  
Program Name: Lesson 4

Stock Number: 26-2006

Delete lines: 6, 663  
Add lines: None  
Change lines: 3, 660

Before:

3 CLS:PRINTCHR\$(23):PRINT@135," ";:FORI=0TO125:SET(I,0):SET(I,47):NEXT  
:FORI=0TO47:SET(0,I):SET(125,I):NEXT:RETURN

After:

3 CLS:RETURN

Before:

660 L1=25:L2=31:C1=2:C2=108:GOSUB6:C1=20:C2=74:GOSUB6:C2=66:C1=48  
:GOSUB6:L2=30:L1=30:C1=20:C2=48:GOSUB6:C1=66:C2=74:GOSUB6:GOSUB7

After:

660 GOSUB7

System Name: Casino Game Package  
Program Name: Baccarat

Stock Number: 26-1806

Delete lines: 10, 20

Add lines: None

Change lines: 220, 280, 290, 940, 1010, 1110, 1150, 1170, 1180

Before:

```
220 CLS:PRINTCHR$(23):PRINT@4,"* B A C C A R A T *"  
:PRINT@448,"YOUR TRS-80 WILL BE BUSY FOR ONE";  
:PRINT"MINUTE SETTING UP GRAPHIC ARRAYS";
```

After:

```
220 CLS:PRINTCHR$(23):PRINT@4,"* B A C C A R A T *"  
:PRINT@456,"SETTING UP GRAPHIC ARRAYS";
```

Before:

```
280 FL=-2:PRINT@75,"HOW MANY PLAYERS (1 TO 12) ";;GOSUB40  
:PX=VAL(IN$):IFPX<1ORPX>12THEN280ELSEFORN=1TOPX
```

After:

```
280 FL=-2:PRINT@75,"HOW MANY PLAYERS?(1-12) ";;GOSUB40  
:PX=VAL(IN$):IFPX<1ORPX>12THEN280ELSEFORN=1TOPX
```

Before:

```
290 FL=8:PRINT:PRINTTAB(11)"ENTER NAME OF PLAYER NUMBER ";N;" ";  
:GOSUB40:SN(N)=IN$
```

After:

```
290 FL=8:PRINT:PRINTTAB(11)"ENTER NAME OF PLAYER ";N;" ";  
:GOSUB40:SN(N)=IN$
```

Before:

```
940 CO=0:PP=0:CLS:PRINT@11,S7:PRINTSTRING$(64,191):PRINT  
:PRINTTAB(9)S2;" WE WILL NOW SHUFFLE EIGHT DECKS OF CARDS ";S2;
```

After:

```
940 CO=0:PP=0:CLS:PRINT@11,S7:PRINTSTRING$(64,191):PRINT  
:PRINTTAB(14)S2;" SHUFFLING EIGHT DECKS OF CARDS ";S2;
```

Before:

```
1010 CLS:PRINT@11,S7  
:PRINT"ENTER DECK YOU WOULD LIKE TO REVIEW ( 1-8 )";  
:PRINT@977,R2;" PRESS ENTER TO RETURN ";S2;
```

After:

```
1010 CLS:PRINT@11,S7:PRINT"ENTER DECK TO REVIEW ( 1-8 )";  
:PRINT@977,R2;" PRESS ENTER TO RETURN ";S2;
```

System Name: Casino Game Package (continued)  
Program Name: Baccarat

Stock Number: 26-1806

Before:

```
1110 PRINT@128,CHR$(30);:PRINT@850,S2;" ENTER NAME OF NEW PLAYER ";  
:FL=8:GOSUB40:SN(X5)=IN$:IFIN$=""THENSN(X5)="PLAYER"+STR$(X5)
```

After:

```
1110 PRINT@128,CHR$(30);:PRINT@850,S2;" NEW PLAYER ? ";:FL=8:GOSUB40  
:SN(X5)=IN$:IFIN$=""THENSN(X5)="PLAYER"+STR$(X5)
```

Before:

```
1150 PRINT@869,"CARDS LEFT IN SHOE -> ";416-C0;  
:PRINT@978,S2;" PRESS ENTER TO RETURN ";S2;
```

After:

```
1150 PRINT@869,"CARDS LEFT -> ";416-C0;  
:PRINT@978,S2;" PRESS ENTER TO RETURN ";S2;
```

Before:

```
1170 CLS:PRINT@11,S7;:PRINT@256,S2  
;" BANKERS HAND = B / PLAYERS HAND = P .":PRINT  
:PRINTS2;" MINIMUM BET $ 20.00 / MAXIMUM $ 2,000.00.":PRINT  
:PRINTS2;" EXAMPLE: PLAYER # 2 BETS ON THE BANKER FOR $ 50."
```

After:

```
1170 CLS:PRINT@11,S7;:PRINT@256,S2  
;" BANKERS HAND = B / PLAYERS HAND = P .":PRINT  
:PRINTS2;" MINIMUM BET $ 20.00 / MAXIMUM $ 2,000.00.":PRINT
```

Before:

```
1180 PRINTS2;" ENTER -> / 2850 / THATS ALL THERE IS TO IT."  
:PRINT:PRINTS2;" PRESS <ENTER> TO RETURN (ENTER <O> FOR HIT OPTION)  
";:INPUTSI:CK=-1:IFSI="O"THENSF="O":GOTO670ELSESF="C":GOTO670
```

After:

```
1180 PRINT:PRINT  
:PRINTS2;" PRESS <ENTER> TO RETURN (ENTER <O> FOR HIT OPTION) ";  
:INPUTSI:CK=-1:IFSI="O"THENSF="O":GOTO670ELSESF="C":GOTO670
```

System Name: Dancing Demon  
Program Name: Dancing Demon

Stock Number: 26-1911

Delete lines: 263

Add lines: None

Change lines: 600, 650

Before:

600 CLS:PRINT:PRINT"PREPARE THE TAPE MACHINE TO RECORD AND PRESS  
ENTER"

After:

600 CLS:PRINT"LOAD TAPE (RECORD);ENTER"

Before:

650 CLS:PRINT:PRINT"PREPARE THE TAPE MACHINE TO PLAY BACK AND P  
RESS ENTER"

After:

650 CLS:PRINT"LOAD TAPE (PLAY); ENTER"



